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# NGC

ISSUE #72  
OCTOBER 2002  
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NEW PICS  
AND TOP  
SECRET  
INFO!

INDEPENDENT NINTENDO GAMECUBE

**OFFICIAL REVIEW!**

## WWE WRESTLEMANIA X8

**EIGHT BIG PAGES!** It's Rock and roll  
in the **ONLY UK** review – get it **NOW!**

## PERFECT DARK ZERO

**X-RATED!** Acid guns, swords, robotic  
insects – your ideas revealed inside!

**ONLY IN  
NGC**  
**SIX PAGES  
OF TUROK**  
WE GET OUR  
HANDS ON THE  
LATEST VERSION  
OF TUROK 4



## RESIDENT EVIL 1-3

**TERROR!** RESI 1 REVIEWED,  
FIRST SHOTS OF RESIS 2  
AND 3, PLUS PLOT SECRETS!

## STAR WARS

**HAN-TASTIC!** Incredible new Bounty  
Hunter info, plus Rogue Leader secrets!

## PLUS!

Starfox Adventures ■  
First Final Fantasy pics ■  
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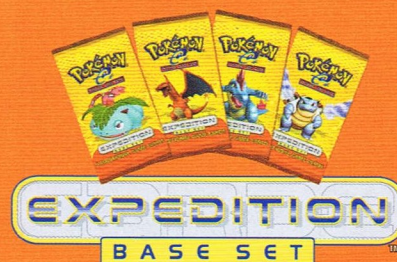
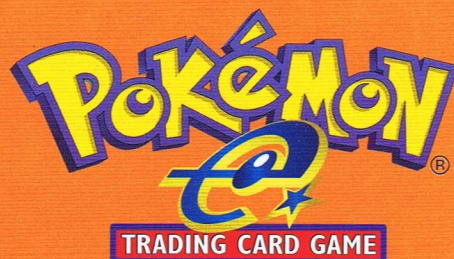
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# NGC'S FIVE STAR GUIDE TO WHAT'S UNMISSABLE THIS ISSUE!



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## WWE X8

### WWE X8

Feel it! Take The Rock all the way and back again in our exclusive review of this 'wick' rassler...

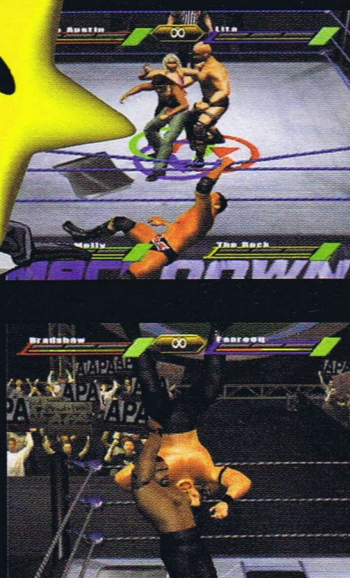


## PERFECT DARK ZERO

Swords, robotic insects and acid guns that can melt your face extremely unpleasantly.



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# WWE WRESTLEMANIA X8

## SMACK ONCE AGAIN!

It's time to grease up and 'git' down as we slap the official UK review of *WWE X8* right across your face!

### MEET ENJIKI

Good old 'Jiks. We've grown reeal close to her since she made her debut back in NGC/68. Close like you'd grow close to a favourite song, or a favourite cheese. Geraint, for example, compared his love of Enjiki to his infatuation with Welsh Leek-based Gorgonzola. Best of all, the little lady's here to guide you through the magazine, popping up at key points to wink and nod at you so that you think you're more popular than you are. As class music act Boston once said: "It's more than a feeling..."



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## RESIDENT EVIL

## RESIDENT EVIL

Get me the Resident! (*Great pun, Geary, you dump truck – Ed*). THE review of Capcom's top scarer!



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## STAR WARS BOUNTY HUNTER

We thought it might be rubbish. We were wrong.



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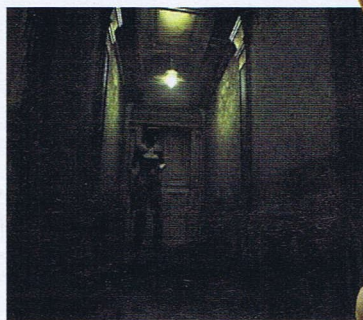
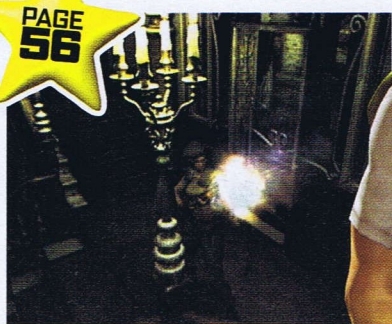
## THE LEGEND OF ZELDA

## THE LEGEND OF ZELDA

We deal you in with some fantastic new pics of Link's top-hole adventure.



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PAGE 14



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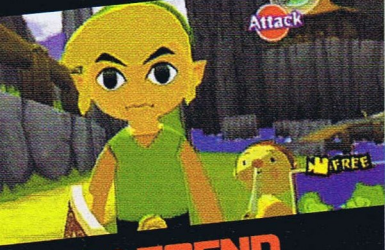


**OUR PROMISE**  
 Our previews go further and give you more than any other mag. We analyse every single screenshot to ensure that you're given every last... detail... We also aim to provide you with an honest appraisal of how the game's shaping up – we won't pretend a game is good when it's not, but we'll also scream at you when it is.

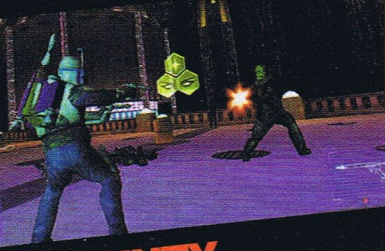
**NGC PREVIEWS THIS MONTH**



**STARFOX ADVENTURES**  
 INFO SNIPPETS LEAKED FROM TWYXCROSS... P16



**THE LEGEND OF ZELDA**  
 NEW SHOTS! P26



**BOUNTY HUNTER**  
 MORE PICS OF JANGO KILLING STUFF! P14

**P12 HARRY POTTER**  
**P20 ROCKY**  
**P23 TONY HAWK'S 4**  
**P24 BLOOD RAYNE**



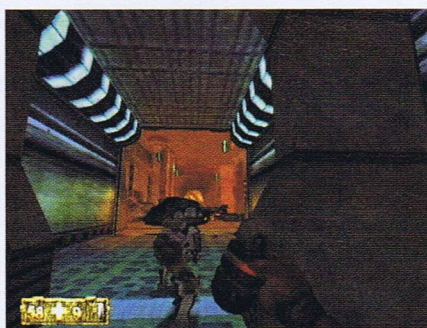
△ Taking flak on the flying pteranodon.



△ This weapon targets multiple enemies at once.



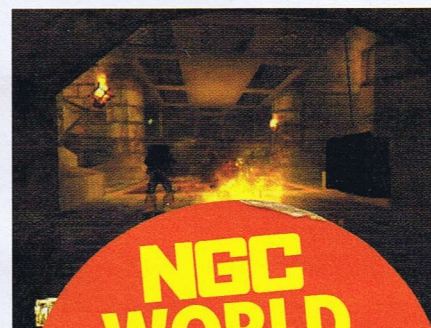
△ It's hard to make the grenades stick to the speedy tyrannosaurus. Two hits will finish him, though.



△ Don't grenade him – he's your buddy...



△ Note the ripple effect from the explosion.



**NGC WORLD EXCLUSIVE!**

We've got an almost-complete version of the game we've been waiting years for – and we've taken it to pieces for you right here!

# TUROK EVOLUTION

Better than the first two games in the series?  
 Acclaim's dinosaur hunter is ready to rock...



**A**lthough he hasn't been billed as a dinosaur hunter since the very first *Turok* game (and even then he fought more humans and robots than actual prehistoric reptiles), the title has stuck faster than the stubborn spots of raptor stain on Tal'Set's moccasins.

And so, like master musician Mike Oldfield wearily succumbing to the constant calls for Moonlight Shadow after failing to impress his audience with a more recent composition, *Turok Evolution* begins in a jungle packed with soon-to-be-extinct wildlife. It's what *Turok* does best, after all. The game's vaunted jungle foliage effect makes the place seem

very busy indeed, even on the few occasions when there are no animals roaming around. The leaves and plants move as Tal'Set, once again the hero, brushes against them, which is a nice effect. But it also makes navigation difficult in the denser areas, so after leaving the first jungle section the majority of the later levels take place in and around buildings, with the dinosaurs taking a back seat.

The villains are large two-legged dinosaurs known as the Sleg, who have performed unspeakable nastiness in Tal'Set's favourite hunting grounds, the Lost Lands. Their cities and fortresses have turned parts of the jungle into no-go areas, and Tal'Set doesn't appreciate being told

Can you smell what Turok is cooking?



△ Mmm, purple alien architecture. There are some very impressive and unusual locations dotted throughout the game.



△ The old 'raptors' return for another bite, and just like in Jurassic Park they always hunt in pairs. How did Spielberg know that?



△ Pull up, Tal'Set! Unfortunately the pteranodon is a real beast to fly, and it's extremely tough to make quick changes of direction.

## TURN OVER

For a look at some of our favourite methods for disposing of Sleg soldiers in the most violent ways possible. Flame on, dino hunters!



△ Sometimes enemies drop their weapons and surrender. You can then blow them away, but if you just leave them they'll fade and vanish where they stand. Which is a bit rubbish.

where he can and cannot wander. So he breaks out his trusty bow and arrow, along with some top-notch torture devices he's just been itching for a chance to try out, packs a couple of nuclear missiles (just in case), and sets off to show the Sleg tyrants exactly what the word 'pain' feels like when it's turned sideways and rammed straight down their spurting neck holes.

### KNOW YOUR ROLE

That's about as much as we've managed to glean from the cut-scenes and story screens, but in all honesty, who really gives a damn about the plot in a *Turok* game? When we feel like getting into an

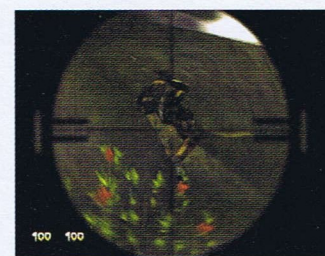
## GASSY!



You can use the robotic Spider Mine to walk around laying a cloud of sickening gas near people you want to make ill, which reminds us a lot of the way our own Mr Justin Webb vents his disgusting bowels in the NGC office. Again, like the Webster, the Spider Mine is also packed with high explosives.

involving story, we'll play *Final Fantasy*. When we get the urge to do some mangling, maiming, mutilating, and various other unsavoury things that don't necessarily begin with M, the only name we want to hear is Turok.

We've got our hands on pretty much all of *Turok Evolution's* impressive array of weapons now, and while a couple of them were missing their special effects in our nearly complete preview version, they all made a real meaty mess of the Sleg unlucky enough to find themselves in our



△ Using the sniper scope on the pistol for a spot of jungle huntage.

**DID YOU KNOW?** The smallest dinosaur, micropachycephalosaurus, also has the longest name. If Tal'Set ever saw one, he'd stuff a skewer up its arse and call it breakfast. The mean old git.



△ Giant dinosaurs wallow in the pool. They don't seem to mind being shot in the head.



△ This delightful plant appears to be the common cattail, which is easily confused with the bulrush. Although the two are often found in the same location, the bulrush has shorter, more slender leaves.



△ Riddle him with bullets and he'll explode in a shower of pinkish chunks.



△ The blue energy glow of doom.



way. Unlike the previous games in the *Turok* series, which had very limited targeting zones, this one allows much more scope for damaging specific body areas. In other words, where you could line up a head shot in *Turok 2*, you now have the option of going for the legs and arms too. It's a bit hit-and-miss in the preview version we got our hands on, but when it works you can actually disable a foe by hacking his shins until his legs fall off. Or you can *literally* disarm him. Always good for a laugh, that one.

## REX!



*Turok Evo's* tyrannosaurus isn't the all-powerful super-boss from the first game, but he looks pretty realistic on Gamecube. Especially when you've slaughtered him.

The violence is technically more advanced, as you'd expect, but *Turok Evolution* has moved onwards and upwards in other ways too. In one level Tal'Set uses stealth, to a certain degree. All this really means is he has to avoid searchlights and guard towers, otherwise loads of enemies come after him and he can't open the door to the next area. It's an idea that can work extremely well, as *Metal Gear Solid* proved, but we're not too sure about its place in a *Turok* game. Once you've been spotted, all you



## START HERE!



### TEK BOW AND PISTOL

Both these items have zoom functions for sniping at distant enemies. One standard arrow will remove the head of a lesser creature, and bigger ones can be blown to pieces with the explosive-tipped variety. Best of all, there are poison arrows that can make virtually anything drop its guts all over the floor. The puddle of vomit sticks around much longer than the body.



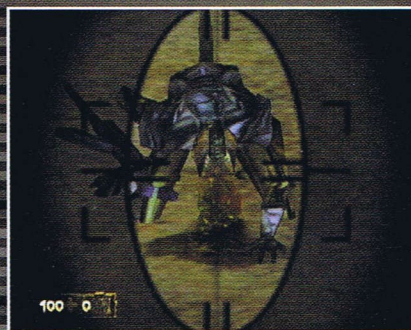
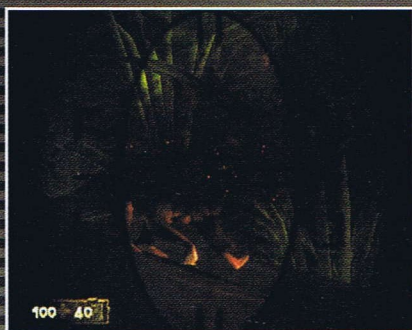
### FLAMING GALAH

Set things a-burnin' with the new dual-function Flamethrower. In its normal mode it spews out a thick stream of napalm that makes enemies run around like they're on fire. Which, funnily enough, they are. The alternate mode shoots off a sticky blob of burning death, which also makes things run around like they're on fire, but takes slightly longer to do so.



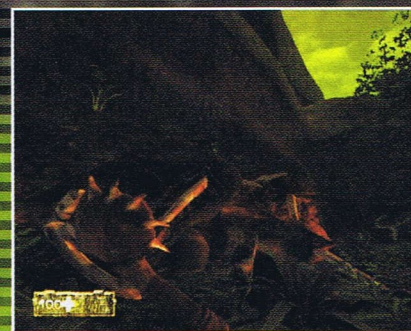
# THE PERFECT WEAPON

Turok's arsenal of outrageously violent weapons has been reinvented since the last game in the series. This time most of the guns have two functions, for maximum bloodletting.



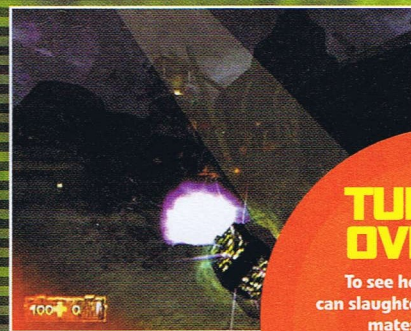
## GO CLUBBING

It looks like a big lump of bone with some teeth sticking out of it. Tal'Set probably found it in a steaming pile of dinosaur dung, washed it clean and nailed a razor blade to the back. Result! Wherever it came from, it's perfect for removing arms, legs and heads when you're low on ammo for the proper weapons. Charge up a swing and you can make stuff go pop.



## THE BIG GUNS

There are some superb gadgets later in the game, such as the Gravity Disruptor and the mighty Swarm Bore. Look out for the Clive Barker-esque Dark Matter Cube, which sucks enemies into its glowing core. Once inside, they explode in a shower of guts and lumps of meat with bones through the middle. It can also be set to explode with screen-rippling force.



## TURN OVER

To see how you can slaughter your mates in the game's fast-moving multiplayer deathmatch modes.

"Massacre your friends with an array of outlandishly violent tools"

### THE SLEG

The evil dinosoids cast their influence over everything from the prehistoric reptiles of the forest to the vile man-eating baboons of the savannah. Basically, if it moves and has teeth, it probably wants to rip you to shreds. If it doesn't have teeth, it'll just gum you to death.

### EFFECTS

There are some great special effects in here, such as the ripple of heat haze from the flamethrower. It's a bit like the warp portals from the original Turok, but more subtle.

### UNHEALTHY

There are loads of medikits scattered around the place, and you'll really need them. This game is so tough, even some of the enemies drop medikits after you defeat them. Without them, you'd last about ten seconds.

### THE WEAPONS

Burn it, hack it, shoot it, tear it, bomb it, dismember it, suck it into another dimension if you like... When it comes to killing stuff, nobody does it quite like Turok.

## NEXT MONTH

We'll have a 100-per-cent finished UK Gamecube version of Turok Evolution, and we'll bring you the first UK review. Cross those fingers...



need to do is kill everything, in as noisy a manner as you like, then wait until the alarm stops going off. The stealth option might as well not be there, and it's not because of the preview status of the version we've been playing. The same is true of the PS2 edition, which is much further along the line than the Gamecube conversion. Still, it's only a feature in one of Turok Evolution's 14 hefty levels.

### SYSTEM SHOCK

Speaking of other versions, this is the first time Turok hasn't been made

specifically for a Nintendo console, and by the time you read this you may have seen some slightly less than complimentary reviews for the PS2 incarnation. While the gameplay is exactly the same on all consoles, the PlayStation version has a lot more pop-up and a shaky frame-rate compared to the Gamecube, which certainly affected its playability and therefore its review scores. It's probably worth waiting to see how the Gamecube version shapes up before passing judgement.

Anyway, back to the action. The weapons are great and you can use all sorts of techniques to splatter Sleg soldiers over a very wide area, which

## YOU CAN USE ALL SORTS OF TECHNIQUES TO SPLATTER SLEGS OVER A VERY WIDE AREA

should be of more interest to Turok fans than how well the game fared on PS2. Curiously, a handful of the weapons from the Perfect Dark Ideas Factory feature on page 106 do appear in Turok Evolution. Robotic insects, poison gas, and an energy weapon that has a similar effect to the vortex shotgun Tom Cruise whipped out in Minority Report... They're all in here somewhere.

Those are the areas where Turok

Evolution looks like it's going to hit the mark. We're not too keen on the flying levels, though – the pteranodon is difficult to steer, leading to a wealth of unfortunate collisions with scenery, particularly during the fast, twisty canyon runs. With any luck the handling will be tightened up in the final version of the game.

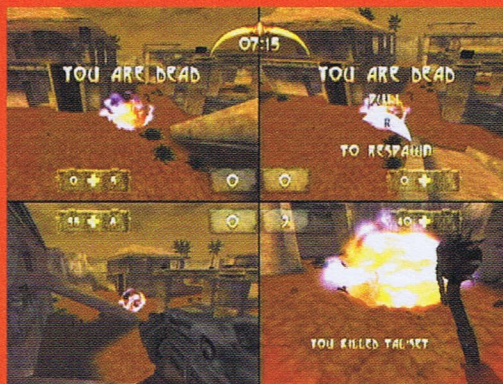
There's a reasonable number of multiplayer options. No co-operative

# DINO DEATHMATCH

Four players, one Swarm Bore and a bit of dark matter...



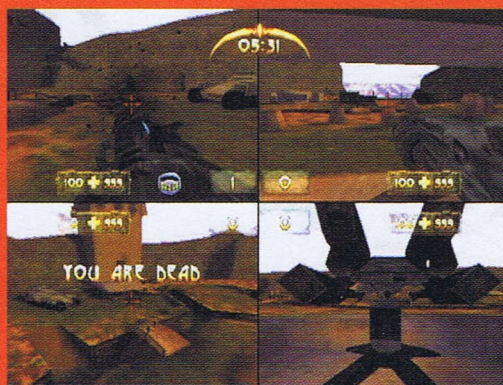
■ The Dark Matter Cube is a completely indiscriminate weapon that sucks anything nearby into its glowing core. If you find one in a multiplayer game you don't have to work particularly hard to get an easy kill or two. Just pull the trigger and run away.



■ If you're on the receiving end of a killing, the camera pulls away from your dead body so you can watch it taking 'afters' from the victorious player. Always a nice touch when games do that. Here player four is about to cop a sneaky one from player three.



■ You can use the Spider Mine in multiplayer, leaving your character completely defenceless as you control the robotic bomb. It has a limited range too, making it not exactly the most useful multiplayer weapon. The green 'leakage' will be fixed in the finished game.



■ This level is really great. It's a kind of First World War-thing, with gun turrets, bunkers, trenches and those X-shaped wooden barricades you see in war films. Sadly there are no bots to turn it into a proper battle, and it can be hard to find the other players.



△ The minigun is probably the most satisfying weapon in the game.

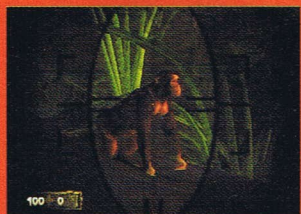


△ There's no point giving up. We're going to shoot your arms off anyway.



△ Behold the power of Tal'Set's mighty battering stick. Go on, behold it.

## MONKEY!



Remember the monkeys in the first *Turok*? The ones that scampered up the tree at the start, but couldn't be shot, not even with the fusion cannon? Well they're back, but this time they've had their invincibility revoked. And *Turok* has a licence to kill. Oh yes. Oh yes indeed... (Kitty likes this feature - Ed).

mode or deathmatch bots, sadly, but there are a fair few variations on the old four-player split-screen format. *Turok 2*'s monkey tag mode returns, along with loads of new ones. It moves along at a fair pace too, despite the tricky architecture and processor-gobbling special effects. To be honest, we can't imagine it's going to rival *TimeSplitters 2* as a multiplayer favourite – but it's good to have the option to massacre your friends with *Turok* supremo David Dienstbier's ultra-violent tools.

One thing we haven't encountered yet is a proper boss character. The *Turok* games have featured some incredible bosses in the past, such as

the laser-shooting, fire-breathing T-Rex from the original title and the disgusting, veiny, embryo-blob thing from the sequel. We still rate some of those *Turok 2* bosses as the most spectacular ever in a first-person shooter. The largest beast we've encountered so far during our travels through the *Turok Evolution* is a standard tyrannosaurus that wasn't really a boss, and gave up the ghost after we chucked just two grenades down its throat. There are some bigger plant-eating dinosaurs on the first level but they're just scenery – though you can still kill them. It'll be very interesting to see what horrors lurk at the end of *Turok Evolution*.

## PREVIEW

START

Can you smell what *Turok* is cooking?



△ We're still undecided about the quality of these flying scenes.



△ Shoot out the searchlights so they won't see you in the 'stealth' level.

## NGC VERDICT

We're all *Turok* fans round here, having enjoyed some great gaming moments in the first two titles in the series. There was a time when we even played *Turok Rage Wars* during lunchtime multiplayer tournaments, which shows how much we like the *Turok* style despite its obvious flaws. But this latest edition veers dangerously close to *Turok 3* territory at times, and as every N64 owner knows, *Turok 3* is the one that's best left forgotten. When *Turok Evolution* is at its best, it's a great laugh. People have stopped by the NGC office to marvel at the heat haze and screen warping effects, and to chuckle as the Swarm Bore reduces Sleg warriors to stumpy, harmless lumps of meat. The game has tons of potential. Please, Acclaim, let it be as good as *Turok 1*...



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### WHAT WE WANT TO SEE INCLUDED

■ More 'soul'. We can't put a finger on exactly what it is, but there's something about the multiplayer mode that had us playing mainly for the fun of seeing people get their limbs whittled off by the minigun rather than to compete and play each other in earnest.  
■ Actually, maybe that says more about us than the game...

### ANTICIPATION RATING



**EXCLUSIVE  
NEW SHOTS!**  
New, exclusive shots of the geeky wizard pulling the kind of witchcraft that would see even the mighty Paul Daniels down the Labour Exchange. Oh. He already is.



### THE KNOWLEDGE

- Interesting-sounding Gamecube-GBA link-up, which will allow you to unlock a variety of collectable objects with your handheld console.
- Wide variety of gaming styles – exploration, fighting, sneaking, spell-casting and Quidditch – all in the same game... Mother of Mike!
- Particle effects and other next-generation visual witchcraft are also promised.

### THIS LOT ALSO DID...

- **The World Is Not Enough (NGC/49)**  
The second-best Bond shooter on a Nintendo console – until the slightly better *Agent Under Fire*.



△ Laws! It's all gone a bit Charles Dickens round here... Pottsy has a chinwag with fat biker Hagrid.



△ Spells learned in the day can be used at night.



△ Potter goes potion-filching in Diagon Alley.



△ The visuals are pretty, if a little shortbread-tin twee.



△ Odd stuff is afoot at Hogwarts – get to the bottom of it!



△ You can explore after dark, or just polish your wand. Yak.

# HARRY POTTER

Be the wizard-boy in Eurocom's new Potter platformer...



We have mixed feelings about specy boy-sorcerer Harold Potter, particularly when it comes to the beloved Gamecube. Anything based on this golden-goose of a franchise surely couldn't fail to go the way of *Mission Impossible* – a total stinker of a game that still managed to shift millions.

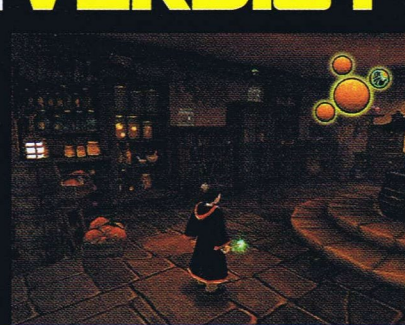
It's not as if EA would have to lift a finger for this to sell by the pallet-load, but for some incredible reason, *Harry Potter and the Chamber of Secrets* (overseen by *TWINE* coders Eurocom) is looking... interesting. Set during the second book, it's a *Zelda*-esque adventure that sees you (as Potter) go to wizard school in the day,

sneaking outdoors at night to explore and fight monsters with the spells you've learned. It looks vibrant and detailed, and there's plenty going on in every screen – Kittsy's favourite being the level in which you get to fry monkeys with your magic wand.

Looks aside, though, it's what's happening in the brain department that's crucial – and with *Mario* and *Zelda* looming into view, this would be nosediving for the bargain bin if it wasn't for the inevitable movie tie-in release. But with the lush visuals, the chance to indulge in some Quidditch (a cross between hurley and pod-racing on broomsticks), and GBA link-up capability in the works, this could be good – even for mugwumps.

## NGC VERDICT

We were pretty surprised with this one – these kind of franchised efforts are usually the ones that publishers rely on the name alone to sell. But *Chamber of Secrets* at least looks like it's had some care lavished on it – it's almost as colourful as *Mario Sunshine*, and even the gameplay is kind of interesting. But at the moment, it's just looking like a retread of *The Legend of Zelda* – which would be fine if that particular game wasn't approaching a release itself.



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### ANTICIPATION RATING





**BELIEVE THE HEIGHT!**

**The Ultimate combination of...**



**Motocross**



**Supercross**



**Freestyle**



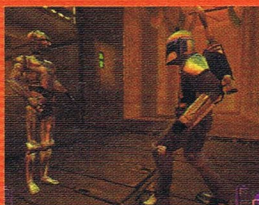
PlayStation 2



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[www.thq.co.uk/mxsuperfly](http://www.thq.co.uk/mxsuperfly)

**WE'VE PLAYED IT TO DEATH!**  
All-new shots and first-hand info as we go head-to-head with Jango and spend hours burning innocent civilians with high-powered flamethrowers...



## THE KNOWLEDGE

- Slip under the helmet of big-time psycho Jango Fett, Boba's dad and 'star' of recent Lucasfest, *Attack of the Clones*.
- 18 levels, divided into six chapters, with the ultimate aim being the probable death and torture of a beserk Jedi Knight.
- Utilise Jango's extensive array of moves, including the hang-on-with-one-hand-and-lob-a-grenade-into-a-pack-of-innocent-civilians-with-the-other. Jango can climb, swing, fly, and target two different enemies. He's cookin' on gas.
- Cut scenes being done by Industrial Light and Magic, and sound by Skywalker Sound.
- Find out why Jango was chosen – and meet up with *Star Wars* greats like Jabba the Hutt.

## THIS LOT ALSO DID...

■ **Stars Wars Episode I: Racer** (NGC/30)

Fast, smooth, decent N64 racer, but lacking a little longevity.

■ **The Monkey Island series** (Amiga, Atari ST, PC)

Exceptionally witty adventure with brilliant puzzles and plot.



△ The environments look absolutely fantastic.



△ Burn just about anybody. Even innocent civilians.



△ Jango has an enviable array of acrobatic skills.

# STAR WARS BOUNTY HUNTER

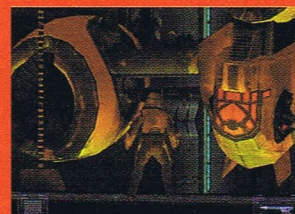
Burn people to death and shoot off their heads. And maybe save the day too. If you want...



Only two months back we were chortling heartily at the sight of "the most feared bounty hunter in the universe" mincing around in the trailer for *Bounty Hunter* like the sixth member of the Village People. Now we've thankfully had to change our tune – because Jango's Cube debut is looking superb.

The game bears some resemblance to N64 adventure *Shadowman*, with Jango able to take care of multiple enemies thanks to independently movable arms. During one sequence, he was able to use his jet-pack to

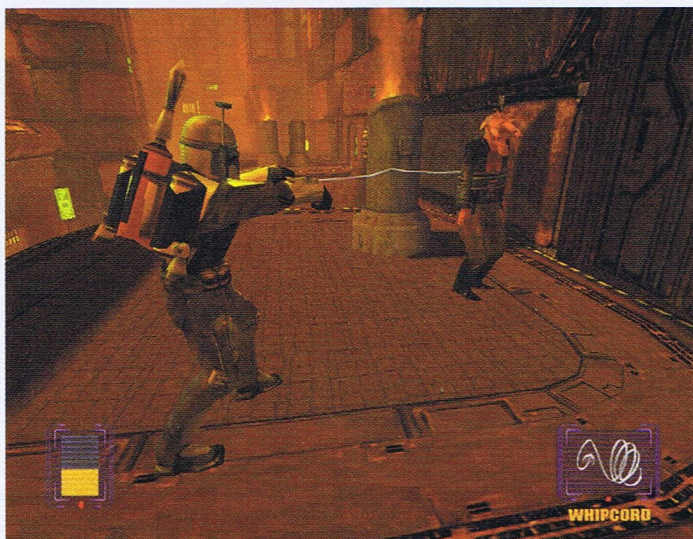
## PLOT!



The plot has been pretty carefully kept under wraps but concerns the hunt for a rogue Jedi Knight, who Jango has been paid to hunt down. The voice of the bounty hunter is being provided by real-life Jango, Temuera Morrison. Nice touch, eh?

whisk himself to a higher level, hang on at a ledge, and then toss a grenade up onto the platform above where foes were stalking around. This can be taken even further. While flying around, for example, we were able to pick off two enemies at the same time. One we finished on the ground with our standard pistol, while the other felt the full force of a laser as he tried to snipe at us from way up on top of one of the buildings. Satisfyingly, the sniper then fell from his position, all the way down the side of the building before splattering himself across the ground.

Amazing gameplay details and intergalactic murder



△ Reel 'em in and hose them down... with bullets. You'd feel a bit sorry for the plebs on the receiving end if it wasn't for the fact that you're having so much fun.



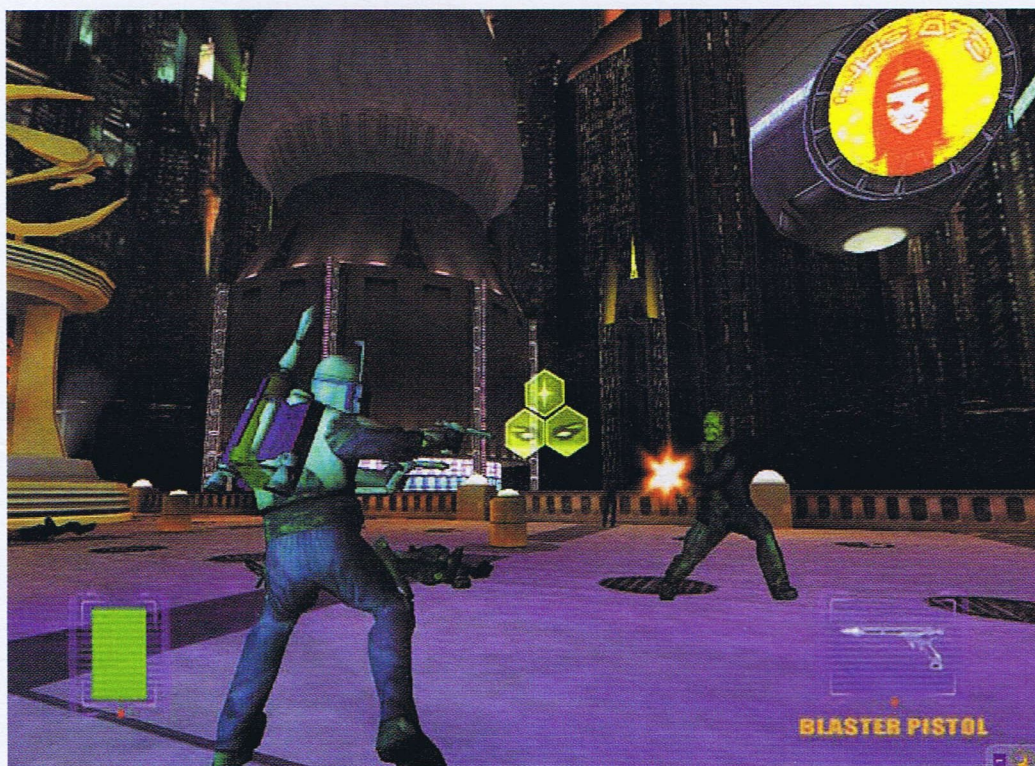
△ Use the jet-pack to confuse foes.



△ Hanging on for dear life? Nah. Getting a clearer aim, more like.



△ Multiple enemies can feel the power of the Fett at the same time thanks to Jango's ability to target differently placed adversaries. What a bounty hunter.



△ The weapons on offer really do help to distance this from current Star Wars games. As well as the standard blaster pistol, Jango will be able to get his hands on rocket launchers, grenades and head-removing sniper rifles. This ain't no U certificate.

And that's not the end of the body parts, either. Jango displays a mean streak the Krays would be proud of. Yep, you can injure, maim and kill whoever you like – innocent passers-

by included. For example, at one point during the Coruscant level, we walked into a bar, trotted up to a poor unsuspecting Gran (the three-eyed idyuts from Return of the Jedi),

tied him up and then set him on fire with a flamethrower. And that's just the start: you can remove heads with the sniper rifle, gun people down with heavy artillery, lay proximity mines,

even burn people with your welding torch (which, by the way, is another great touch – find one of the many grilles in the city levels and you can open it up with the torch to reach new areas). The degree of freedom on offer is fantastic. In fact, this area of the game is so rich that you can spend large chunks of your time not even bothering with the main quest. One great feature is the ability to scan the secondary characters populating the universe to see if they've got a bounty on their head. If they do, you can take them down and earn yourself extra cash in the process.

It's the little touches that really mark *Bounty Hunter* out as the Star Wars game to watch, and it's also the freedom to go and do what you want that sets it apart. More on this soon...

## YOU INJURE, MAIM AND KILL PRETTY MUCH WHOEVER YOU LIKE - INCLUDING PASSERS-BY

by included. For example, at one point during the Coruscant level, we walked into a bar, trotted up to a poor unsuspecting Gran (the three-eyed idyuts from Return of the Jedi),



△ Bling, bling, bling. Although the gun's not going to make this noise, it'll still smart a bit.



△ Multiple levels means there's plenty to explore.

## NGC VERDICT

Undoubtedly, one of the biggest surprises of the month, *Bounty Hunter* mixes sadistic violence with the Star Wars universe to produce one of the most intriguing LucasArts games for ages. Jango himself has been brilliantly designed to make use of every inch of the scenery, while his taste for burning, stabbing and shooting combined with the amount of freedom on offer means this isn't likely to be over before you've blinked. The real question is whether the development team can stretch out the premise that works so well within the confines of the opening city levels to more open and spacious environments like Tatooine, a run-down space station and some surprising jungle levels. If they can, this could be a real winner.



UK DEC 2002 US NOV 2002 JAPAN TBA

### WHAT WE WANT TO SEE INCLUDED

- More sub-quests. The opportunity to secure random bounties is great – but what about some minigames that offer something different from the main game?
- Tons of freedom. The levels should be massive, allowing you to run around and just explore until you find something great.
- Plenty of hyper-violent weapons in order to wreak havoc among the general public.

### ANTICIPATION RATING



**FOX MUNGIOUS NEW SHOTS!**  
It's been a long time in the making, but we won't have to wait much longer for Rare's belated Gamecube debut. Check out these shots to see just how close to completion the game is.



### THE KNOWLEDGE

- The first *Starfox* game not to feature the miserable eagle and ace pilot Falco as a part of the team. Peppy, Rob and that useless, useless toad Slippy are all present and correct, though.
- Play as Fox McCloud and *Dinosaur Planet* native Krystal, a bikini-wearing blue ladyfox. Sort of creature. Thing.
- Hand-to-hand combat and long-range magic attacks.
- Send your sidekick Tricky off to do your dirty work when things get dangerous.
- Convincing weather effects.
- Lifelike fur enhances Fox's natural charm.

### THIS LOT ALSO DID...

- **GoldenEye (NGC/9)**  
007 masterpiece that changed first-person shooters forever.
- **Perfect Dark (NGC/42)**  
Epic alien conspiracy adventure with countless four-player modes.



△ Fox launches skywards with a rocket pack.



△ Northern lights in the frozen forest.



△ Tackling multiple enemies is easy with Fox's intuitive controls.



△ Think *Zelda* with a whacking great staff instead of a sword, and you'll have some idea of how the combat system works.

# STARFOX ADVENTURES

Foxy fun with Rare's radical action RPG take on the classic Nintendo shoot-'em-ups.



Although many of the biggest bigwigs over at Nintendo seem to think the days when they could afford to spend

three years developing a game are long gone, thankfully it's business as usual for the delay experts at Rare. So if you're yearning for a Gamecube title that will keep you occupied for as long as, say, the old *Zelda* series did back in the day, you need look no further than the massive *Starfox Adventures*. The game was first demonstrated at E3 2000, in near final form, as the N64 game *Dinosaur Planet*. Even then it had been in development for some considerable time, and the last 18 months or so

have been spent integrating the original concept into the *Starfox* universe and transforming it into something truly special on Gamecube.

What we can expect to see when the game hits the UK in November is a *Zelda*-sized adventure, with multiple

time they've headlined anything other than a shoot-'em-up. Considering the fame and popularity of the characters, it's surprising that *Starfox* games have spent so many years languishing near the bottom of Nintendo's list of priorities. The

## EXPECT TO SEE A ZELDA-SIZED ADVENTURE WHEN STARFOX HITS THE UK NOVEMBER TIME

playable characters, sub-games, and combat-flight sections Namco might find hard to top in their standalone 'normal' *Starfox* title.

The *Starfox* crew have always been a talkative bunch, but this is the first

original 1993 SNES title and its fantastic 1997 N64 follow-up remain the only two games released, though pirate copies of the unfinished (and virtually unplayable) *Starfox 2* on SNES can be found if you know where

**DID YOU KNOW?** Male foxes live in family groups in which the wife's sisters help out with all the chores. But despite the luxurious lifestyle, most foxes don't live beyond the age of two.



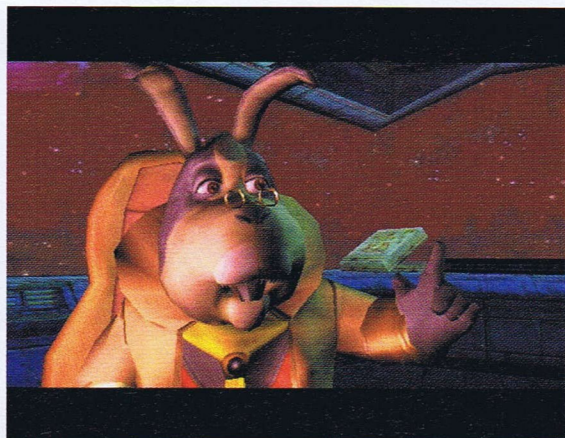
"There's nothing else on Gamecube that looks quite like *Starfox*"



△ The deadly General Scales aboard his spooky floating galleon from the game's intro. Note the 'Jinjo' in the cage to the right.



△ The water makes this dinosaur's legs go all ripply, to use the technical term. Very, very nice.



△ It's the Pepster! Looking somewhat older than in the N64 game, because this is all set eight years later on.

such good results from their PS2 and PC conversions.

Much of the gameplay is very *Zelda*-ish, from the way the combat target lock-on works to the feel of many of the early puzzles we've seen. Not that this is in any way a bad thing, of course. *Zelda* fans will feel instantly at home with dungeon levels containing pressure-sensitive switches (with heavy barrels to place on them, naturally), and collecting rupees (sorry, scarabs) to pay for items from shops.

The most significant difference from *Zelda*, apart from the fact that *Starfox Adventures* is likely to be several times as large (in terms of map area if not playing time) as any

## RIVALRY!



While Rare have gone down the 'realistic fantasy' route that many people wanted the next *Zelda* game to take, Nintendo have taken Link in the opposite direction, with a very cartoony look. Old Shiggy Miyamoto and his buddies over in Japan will certainly be paying close attention to see which style proves the more popular.

of Link's games, is that we're actually certain we'll be able to get our sweaty hands on the finished work within the next twelve months.

Nintendo might be speeding the glacial pace of their in-house development teams, but for once we can be thankful that Rare only release games when they're good and ready. After all, it's entirely feasible that some day in the near future we won't have the chance to experience the richness and epic, mind-boggling scale of games that have spent so long in production, the console they were originally designed for has become obsolete. This November (fingers crossed) we'll all be able to see if the wait has been worthwhile.



△ With all the minigames and other hidden delights, there's apparently around 50 hours of playing time in here. Sounds like plenty for a real epic experience.



## NGC VERDICT

It's an enormous rarified equivalent of *Zelda*, much like *Banjo-Kazooie* expanded on many of the ideas in *Super Mario 64*. Once you get used to the concept of Fox McCloud chatting to giant dinosaurs and other reptiles with odd regional accents, it really does look like a worthy addition to the *Starfox* series. Compare it to most other games on the horizon and you'll realise just how impressive it looks, and why it has taken so long to put together. It'll be interesting to see how well the various gameplay styles combine to create a satisfying whole, but many of the people behind this title have done it all before with games like *Jet Force Gemini* and the two *Banjo* titles. This should be great.



UK NOV 22

US SEPT 26

JAPAN SEPT 27

### WHAT WE WANT TO SEE INCLUDED

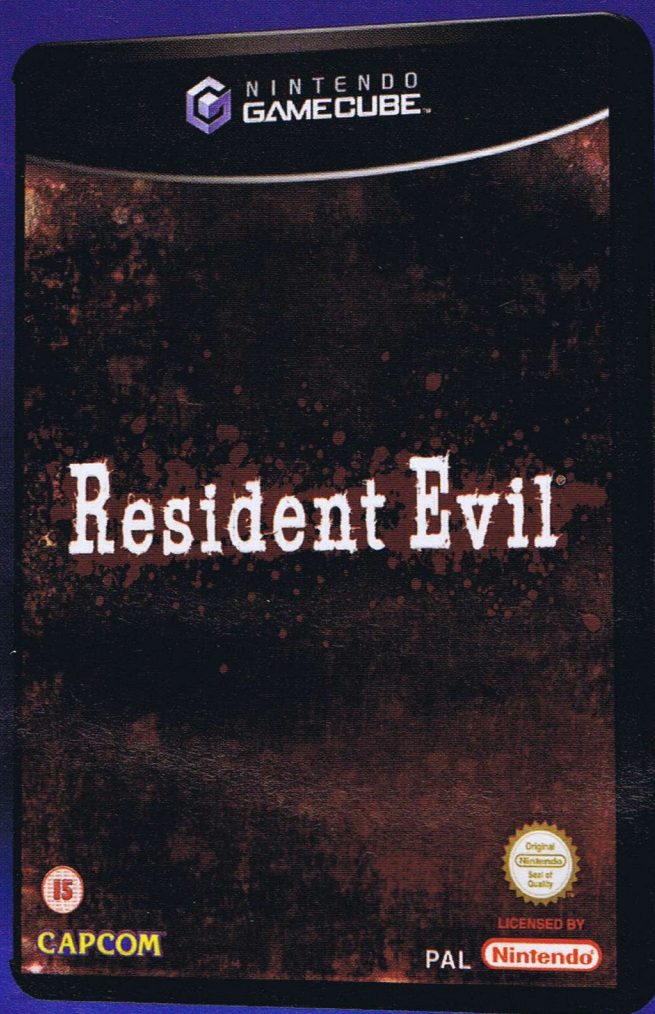
■ To be perfectly honest, it looks like Rare have chucked everything, including the kitchen sink and half of *Zelda*, into this game. If it isn't in here then it probably wasn't worth including among the oodles of minigames and side-quests...

### ANTICIPATION RATING



**DID YOU KNOW?** The original *Starfox* game cartridge had a built-in maths processor called the SuperFX chip, to boost the console's puny 3D abilities.

# Waste everything, except your money.



Released 13th September

Get blown away when you next visit Blockbuster. You can now rent all the latest Gamecube games for a fraction of the cost of buying. To find your nearest store simply call 0845 741 3561 or visit our website.

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## CRAZY FRIGHTS!

The latest shots and most frightsome visuals crammed into your brain cavity until your skull cracks and your eyes explode under the pressure and dribble down your chin...



### THE KNOWLEDGE

- Terrifying shooter set inside the world's craziest crazy house, adding to Cube's ever-growing list of mature games.
- 'Scary' soundtrack by nu-metal practitioners Drowning Pool, to provide 'atmosphere'.
- Special 'Rag-Doll' physics, to make filling enemies with 'afters' a more pleasurable gaming experience. They'll even, you know, jiggle.
- Moveable, interactable scenery, so you can go Martin Sheen on furniture when you run out of zombies and skeletons to murder.

### THIS LOT ALSO DID...

- C4 Wreck'n Krew (Gamecube, PS2, Xbox) Cartoonish, badly-spelled Blast Corps retread, currently in development hell.



△ "Come on in... the water's lovely! Well, if by water you mean week-old kitten's blood."



△ "Roll up your skin, please - this won't hurt a bit. Mwahaha!" *Silent Hill*-style horrors await you in *Asylum*.



△ Antiques, about to be smashed. Someone alert Hugh Scully!



△ Interact with the poor plebs who've lost their marbles. Or shoot them.



△ Get out of the asylum alive, and a lucrative career in panto beckons.



△ Looks like straitjacket guy's about to receive his 'medication'...



△ Hey, it's a chapel! We're safe in here, right? Right? Er, hello?

# ASYLUM

Shoot your pants! It's gunfright time down at the nuthouse...

**R**eal-life game shows that suddenly go horribly, horribly wrong are always a laugh, so it's good to hear that coding newbies Darkblack are bringing an intriguing-sounding 'horror shooter' called *Asylum* to the Cube.

To all intents and purposes, the game looks and sounds like a game of the movie *House on Haunted Hill* - you play a contestant on *Fright For Your Life*, a gameshow (hosted, we hope, by the reanimated corpse of Les Dawson and his out-of-tune piano music) in which punters must survive a night in the allegedly haunted Wolfborough Asylum. Wooooo...

Things soon get a bit Jack Nicholson, however, when all the

actors from the show go fubar and start... well, just start on the contestants. As if that wasn't bad enough, it soon transpires that some walter has opened a *Doom*-style portal to another - inevitably evil - universe, and soon you're having to deal with trans-dimensional demonic evils as well. Then grasping TV execs pretend it's all just special FX and keep on filming - and it's up to you to get out of the asylum alive... Tsch.

*Asylum* looks to have the same monster-in-the-wardrobe scares as *Resi* coupled to the slowly-going-nuts gimmickry of *Eternal Darkness*. Inevitably, a massive arsenal of kick-arse guns and other mayhem-inducing weaponry will help spice things up a little. Sounds mad...

## NGC VERDICT

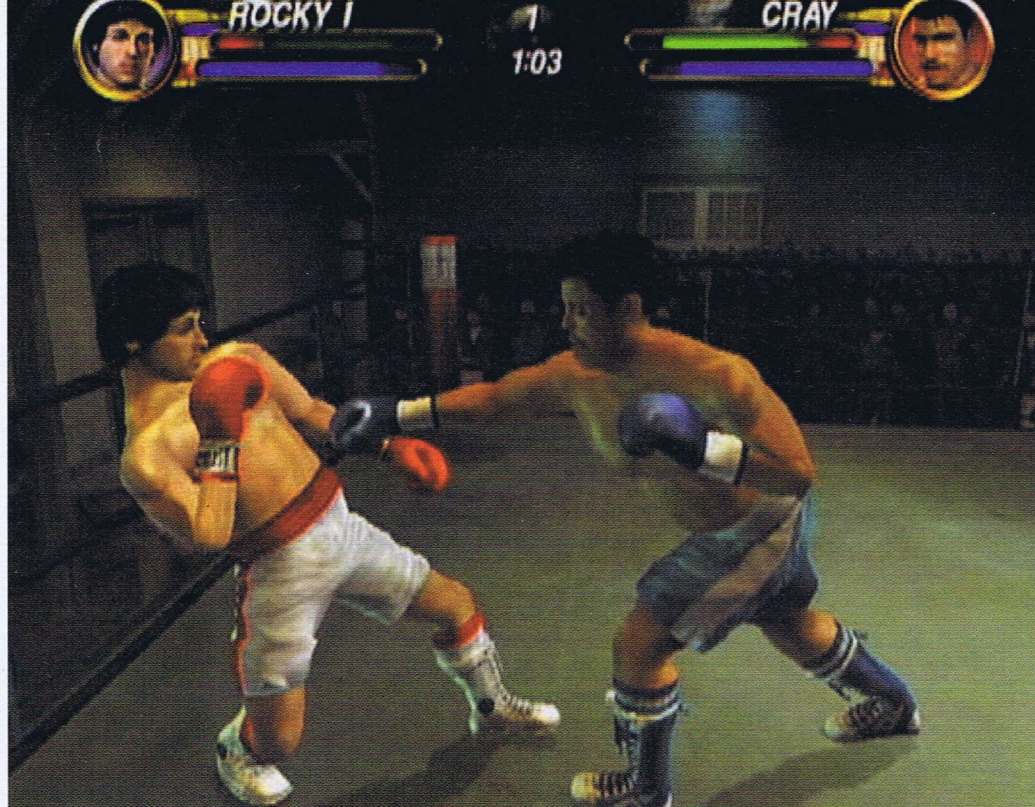
We're certainly more than a little intrigued by *Asylum* - it's got a brilliant story worthy of B-movie fright king John Carpenter, and it's about time console owners were treated to the kind of gut-melting scares that graced classic PC shooters such as *Half-Life* and *System Shock 2*. It's all in the execution, though, and Darkblack's credentials are almost nonexistent, so it's anyone's guess as to whether they'll pull off gamescares worthy of Mikami himself. But we sure hope they do...



UK 2003 US 2003 JAPAN UNLIKELY

### ANTICIPATION RATING



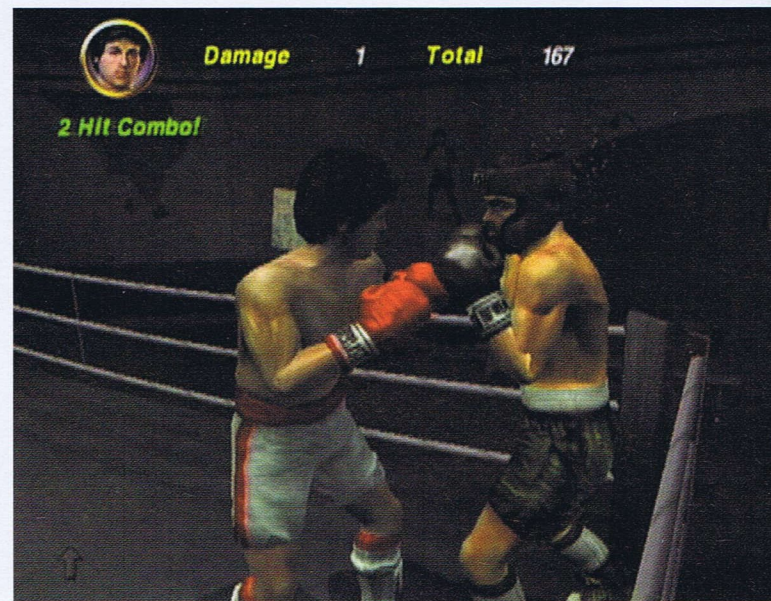


△ Rocky's animation is fluid and realistic, allowing him to duck and dive with the best of them, as well as launch devastating counters. The power punch – a charged-up special move – is a useful addition too, especially against these lowly opponents.

## PREVIEW

Face-rearranging via the fists of Stallone

START



△ Training gives you a real edge when it comes to proper combat. Linking combos is a big part of the experience, and the best way to master them is via test runs.



### THE KNOWLEDGE

- Fully licensed from the classic film franchise – all the boxers, all the likenesses, all the music.
- Work your way up from rubbish town-hall fatty to arena-filling champ across all five career modes: Rocky, Rocky II, Rocky III, Rocky IV and – you guessed it – Rocky V.
- Includes all Rocky's greatest nemeses: Apollo Creed, Ivan Drago and Clubber 'Mr T' Lang.
- Motion-captured fighters, each with reams of different moves, including uppercuts, jabs and all-powerful specials.
- Players get bruised and bloodied the longer bouts go on and the more they get hit.
- Full training modes that make your boxer fitter and stronger. Different options include punch bags and speed bags, as well as using Mickey the trainer.
- Carl Weathers.

### THIS LOT ALSO DID...

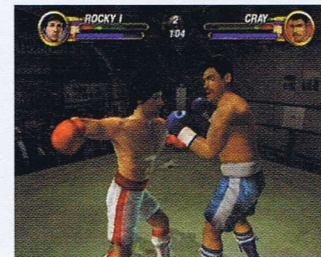
- **Wild Wild Racing (PlayStation 2)**  
A launch game that was plenty of fun but, crucially, flawed.
- **David Beckham Soccer (PlayStation)**  
Absolutely terrible football game fronted by Golden Balls.



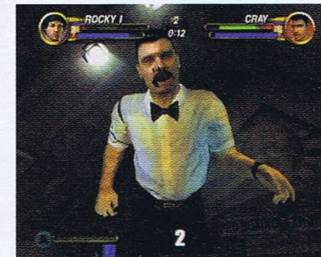
△ Oof! Rocky gets a big one right in the head. Nasty... if he had any brains.



△ All the voices and animation is drawn from the films. Excellent stuff.



△ Bingo! Rocky hits paydirt as this poor sap receives a big old uppercut.



△ The referees are amusing – in this early version, their eyes popped out.

# ROCKY

More on the licensed fight-fest...

Quite a surprise, this. While most boxing sims are dull, regimented affairs that have all the subtlety and fun of a Mike Tyson press conference, *Rocky* looks to be an absolute winner. And not just because you get to play as Carl Weathers, the world's finest actor. Mixing and matching standard boxing moves with underhand tactics and lessening the reliance on training, as well as chucking in some misty-eyed nostalgia in the shape of voice acting, samples and likenesses from the five films, has produced a boxing game unlike any other. There's a real feeling of excitement as you take to the ring as Stallone, beating lesser opponents to a pulp, listening to pep talks from the scarecrow-like Mickey,

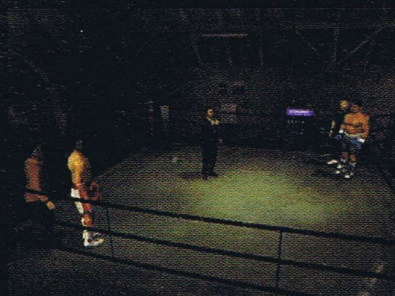
and progressing from the relatively low-key surroundings of the Mission Hall to spectator-full arenas where bosses – such as Weathers' Apollo Creed, Dolph Lundgren's Ivan Drago and Mr T's Clubber Lang – all await.

All this takes place within the confines of the Movie mode, which is effectively five different career modes, split across the five different films. In each, the Stallone you take control of is different to the last one – for example, he's fatter in *Rocky V*, and has different clothes and hair in *Rockys II* and *III*. The result is superb, with five very different 'adventure' modes in one, each mirroring the respective movies with real precision.

So, is this finally a boxing game that *works*? We'll have a definite yea or nay over the coming months.

## NGC VERDICT

*Rocky* is genuinely surprising. Not only does the film licence work really well, providing some fantastic backing to the fights, as well as some recognisable faces, but the actual fighting mechanics are solid and varied. There are plenty of punches, you can jab below the belt and, the more damage someone takes, the bloodier their face becomes. They'll even flick off sweat when you hammer home a sweet piece of glove. We're looking forward to this – it should be great fun...



UK DEC US DEC JAPAN TBA

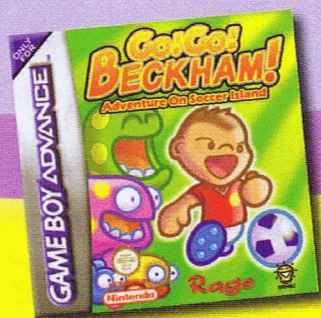
ANTICIPATION RATING

4

**DID YOU KNOW?** Carl 'Apollo Creed' Weathers was great in *Predator*, where he got his arm shot off (even though you can still see it under his clothes), but even better was 1988's *Action Jackson*, where he beat Detroit's homies to bloody pulps.

# Go!Go! BECKHAM!

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soccer skills can save the day!**



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△ New tricks and combos litter *Tony Hawk's 4*. Now, you can even flip the board on its end and use it as a space hopper. Fortunately, the controls are as sublime as ever, allowing you to easily switch between different uses of the board.

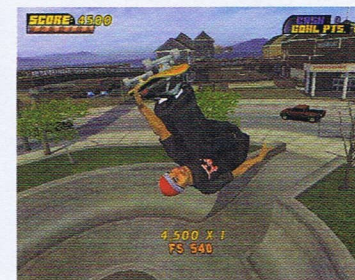
PREVIEW

START

Impressive first play of *Hawk* number four



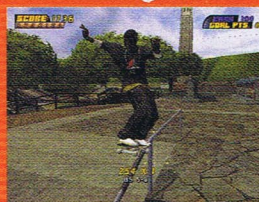
△ The skate parks are larger than ever.



△ Top draw distance too. Should be nice.



△ Escape the attentions of the law. Ker-razy!



## THE KNOWLEDGE

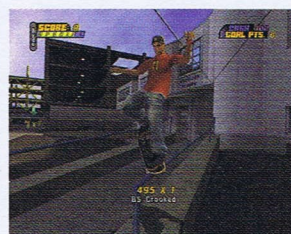
- New Career mode, divided into Amateur and Pro options.
- No time limits – skate around the parks for as long as you like and go wherever you like.
- Seek out objectives from the other skaters and people dotted around the arenas. The more objectives you complete, the more of the parks you open up.
- Evolving skate parks that change depending on who you play as and what you achieve.
- Twelve top pros to choose from – as well as The Hawkster, you can also have a go on his mates including the brilliantly named Rune Giffberg. Seriously.
- New multiplayer mode.
- Brand-new Create mode, with park and player editing.

## THIS LOT ALSO DID...

- Spider-Man (NGC/51)  
Spidey on the N64, that is. Solid, enjoyable, but unspectacular.
- Tony Hawk's Pro Skater 3 (NGC/67)  
Sprawling 'boarding threequel.



△ Of course, with a ramp in sight, you can also still nail those grabs...



△ ...as well as the grinds. It's easier to balance in *Hawk's 4* too.

# TONY HAWK'S PRO SKATER 4

Older, wiser but just as ker-razy, we get ready for Hawk's fourth.

Without time limits, *Tony Hawk's 4* takes on a different feel to the other games in the series. The fact that you no longer have to complete tasks in a certain order, or within a certain time limit, means that the sense of freedom on offer seems much more pronounced. You can skate for as long and as far as you want – and if you fancy mixing things up with an objective or two, you simply have to seek out one of the many passers-by or fellow skaters. It's an interesting approach.

Cleverly, the levels also change and evolve depending on who you are, which parts you explore, and what objectives you manage to achieve. So, if you complete a certain objective in a certain part of the level, that part –

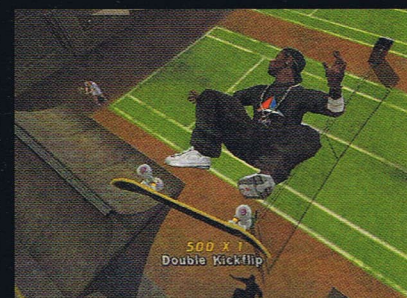
and the bits around it – will unfurl around you. In other parts of the level, similar things will occur. The idea is that you spend longer in one area – and that the skate parks are less predictable. Here, you're unlikely to see all a skate park has to offer in ten minutes, like you did in the last Gamecube *Hawk*, *Tony Hawk's 3*.

Developers Neversoft are planning more characters, more boards and more options this time, including a unique game mode where you work your way through nine Amateur levels before progressing onto Pro mode, where things become more difficult and more challenging. In essence, it's an adventure mode.

All in all, we were very impressed by what we saw of *Hawk's 4* – the finished version should be real sweet.

## NGC VERDICT

We were sceptical about the changes being made to this fourquel but, after a quick play, it becomes obvious that the lack of a time limit – and the way the levels unravel – add a much-needed breath of fresh air to proceedings. The game has much more in common now with the up-and-coming *Dave Mirra XXX*, where you have to find people dotted about the level in order to set yourself tasks. And it's the lack of a time limit that's going to be the real divider. More soon...



UK 7TH NOV US NOV JAPAN TBA

## ANTICIPATION RATING



**GORY NEW SHOTS!**  
We got our hands on Terminal Reality's phenomenally violent vampire suck-'em-up, and took a long hard look at Gamecube's leather-clad anti-Buffy.



## THE KNOWLEDGE

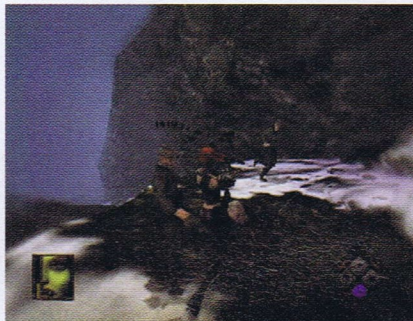
- Three massive gaming environments, set in Louisiana, Argentina and Germany.
- Four different types of view mode to play with.
- Suck human blood juice to restore health.
- Unique new weapon and inventory system.
- Hold mixed pairs of guns, and target two enemies on opposite sides of the room.
- Chop various body parts off unsuspecting Nazi soldiers.
- Enter Blood Rage mode for superior dismemberments.
- Bodies don't vanish 30 seconds after you've butchered them. Which is nice.

## THIS LOT ALSO DID...

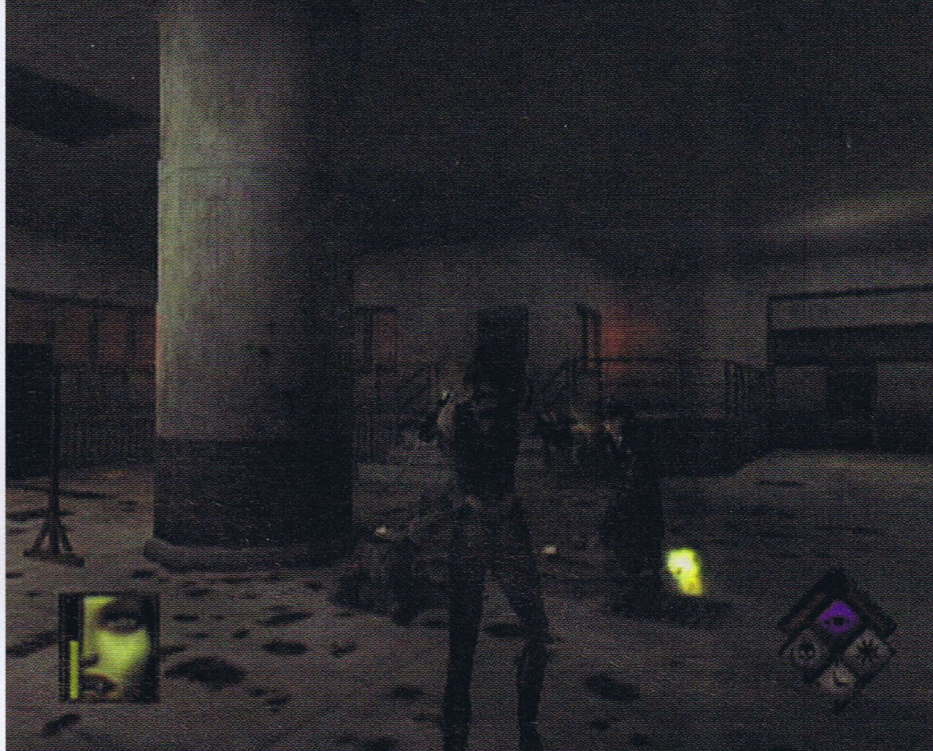
- **Nocturne (PC)**  
Supernatural thriller with great graphics and a dodgy camera.
- **Hellbender (PC)**  
Descent-style shooter featuring the voice of Gillian Anderson.



△ The red tint shows Rayne has entered her body-popping, limb-ripping Blood Rage mode.



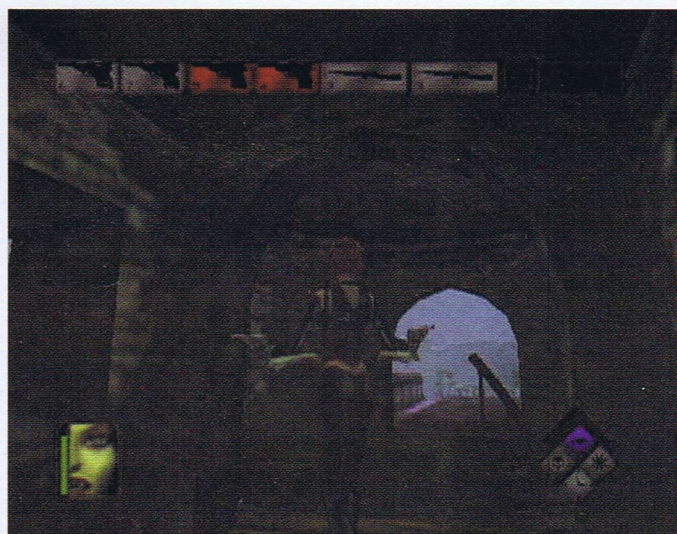
△ You'd think they would have the sense to run for the hills when they see Rayne in action.



△ Max Payne never made quite such an unpleasant mess in his game. Chalk one up for Agent Rayne.



△ Keep an eye on the health bar, and remember to top up on fresh blood.



△ The interiors look much better than the foggy outdoor scenes.

# BLOOD RAYNE

Miss Rayne, unlike Payne, enjoys sucking on a vein. (Sorry about that.)



**D**espite being harder than Bruce Lee and cooler than Elvis, vampires tend to have a few fairly serious issues with sunlight, vicars, and things that come in the shape of a cross.

Fortunately, unlike other members of the blood-sucking community, Agent Rayne of the Brimstone Society is half-human, a happy blend that allows her to ply her trade at any time of the day and in full view of churches and telegraph poles alike.

Her mission is to stop some crazy Nazis dabbling in the occult, and summoning a force that could win them the war. Luckily Steven Spielberg's lawyers won't start

twitching with litigation over this one, as it's a blood-soaked horrorathon rather than a rip-roaring Harrison Ford yarn, like *Raiders of the Lost Ark*.

The game plays like a vampire version of *Max Payne*, with similar controls and twin-pistol, slow-motion shooting. However, the weapon system is unlike any we've seen in the past. Instead of the usual method of finding a certain type of gun, then grabbing more ammo for it during the level, you simply pick up any weapons dropped by the people you kill. Rayne can carry up to eight at a time, and once they're empty she just throws them away. If she gets several of the same type, she'll have one in either hand and the rest in her

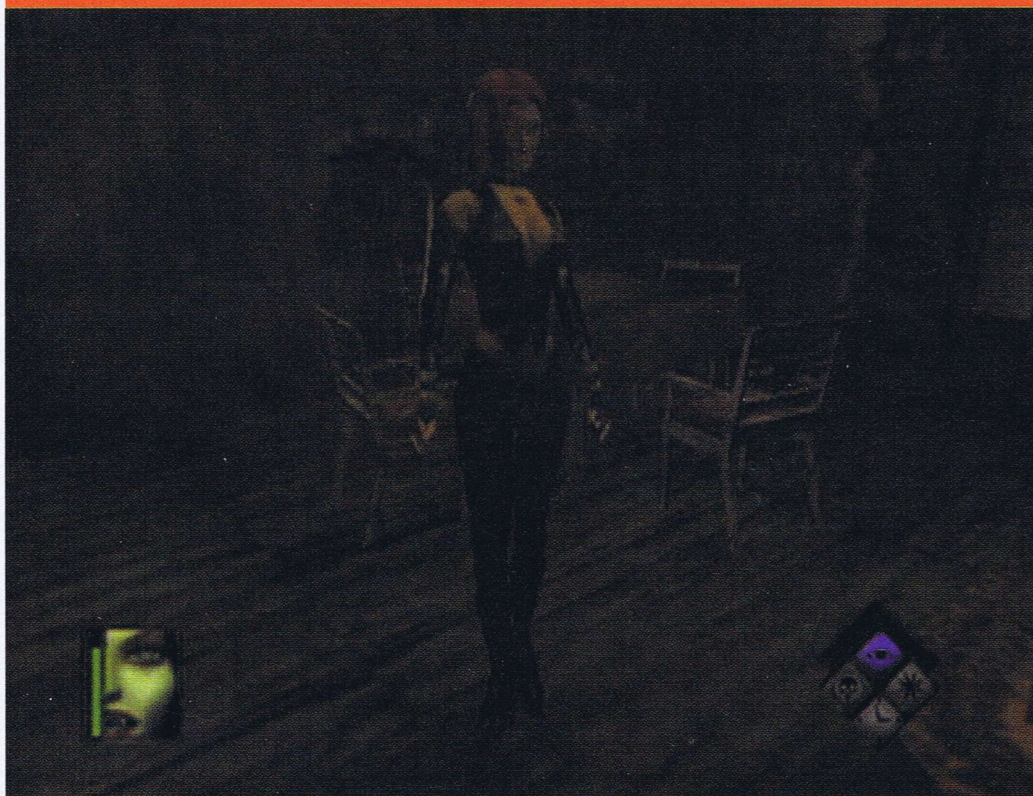
## LUNCH!



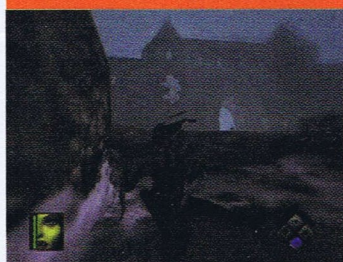
The B-button activates Rayne's feeding frenzy. When she's close to her meal, she'll cling on, wrap her legs around his waist, and suck away at that neck. If the victim is beyond grabbing range, she chucks a harpoon into him and drags him towards her before settling down for a leisurely munch.

## EYES OF A VAMPIRE

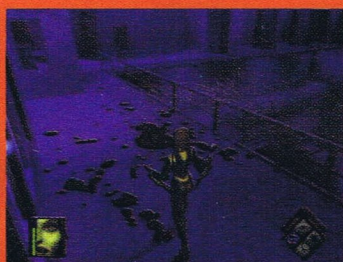
Rayne has four modes of vision, and each is handy for solving puzzles, locating clues, and turning German soldiers into bratwurst. Tapping D-pad directions switches between modes at any time.



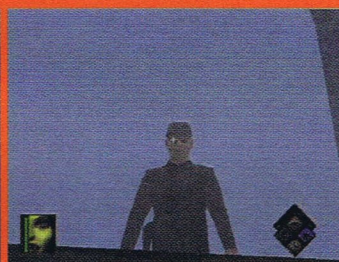
■ In the default mode of vision, the C-stick is used to pivot the camera behind Rayne's head, and to make her turn left and right. The main analogue stick makes her run and strafe, so it's a dual-analogue game.



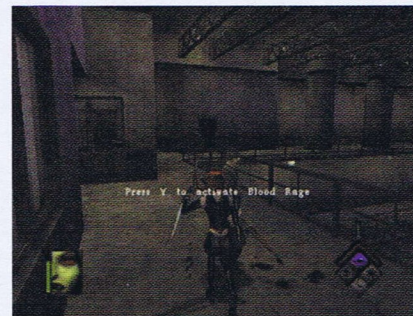
■ Dilated Perception slows down time, so Rayne can dodge bullets.



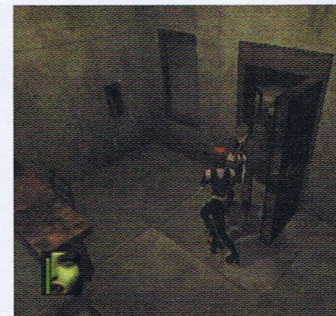
■ Aura Vision highlights sources of blood, and picks out weak targets.



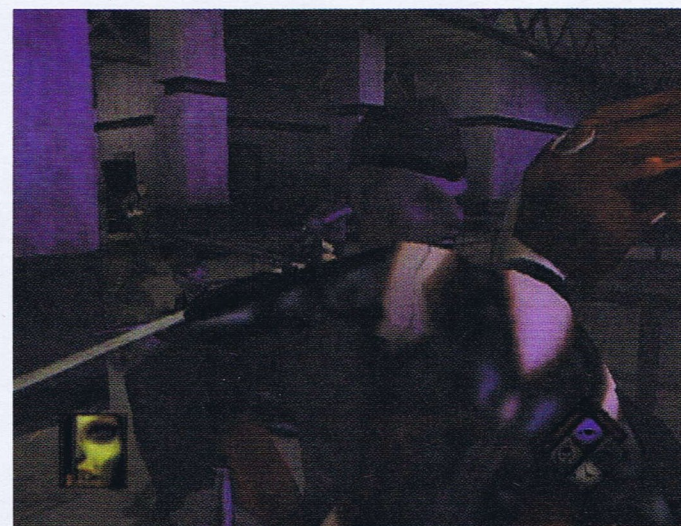
■ Extruded View zooms in and turns Rayne into a sniper.



△ Having used the blades on a few successive victims, the Blood Rage meter is fully loaded.



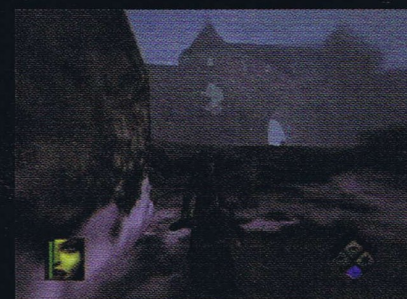
△ The auto-targeting system in action.



△ Rayne prepares to suck some delicious Nazi neck. They're like fast food – satisfying in the short term, but you always fancy another one half an hour later.

## NGC VERDICT

This is such a great idea. *Max Payne* meets *Blade*, with Nazi soldiers thrown in for good measure. At the moment, though, there are a couple of niggles that might spoil things. Like some of the developer's other games for PC, the camera can be a real nightmare at times. It's fine when you're wandering around killing stuff, but when you try doing Rayne's Mario-style wall-kick move, it flies around so much, it's almost impossible to see where you're going. Then there's the close combat – the blades look superb, but Rayne keeps flipping upside-down to do a bizarrely animated overhead kick. Fix the camera, get rid of those ridiculous kicks, and *Blood Rayne* may well be an essential purchase this winter. Fingers crossed...



UK  
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### WHAT WE WANT TO SEE INCLUDED

- A camera that doesn't move around so much when you're trying to do those Mario-style wall-kick jumps.
- Much less kicking, and much more blade-slashing. And blood. And parts.
- Bullets that do more damage. In the version we played, the only way to make a real mess was to use the blades (which means you're also obliged to do kicks).

### ANTICIPATION RATING



## WITH GRUESOMELY REALISTIC GRAPHICS, BLOOD RAYNE HAS A REAL 18-CERTIFICATE THEME

hand and a pistol in the other, and setting the game's weapon bias towards lighter or heavier guns will make her whip out pistols or machine guns first, depending on what she's got stowed in her inventory.

start to fly. Legless enemies drag themselves away from Rayne, leaving a trail of blood, and the bodies seem to stick around for ages, as does the mess all over the walls and floors. Disgusting, but loads of fun.

Rayne also has large retractable blades attached to her forearms, for close-range carnage. Tapping the A-button unleashes a combo of kicks and slashes, and in a mêlée with multiple soldiers, the body parts really

Being 50-per-cent vampire, Rayne needs to top up her haemoglobin level on a regular basis. Sucking on a nice, ripe neck increases her health meter, and chopping sufficient bad guys enables Blood Rage mode, in which the screen turns red and pretty much every soldier who tries it on with Rayne will be spending his final moments as a multiple amputee.

With gruesomely realistic graphics and a real 18-certificate theme, *Blood Rayne* is sure to stand out from the crowd on Gamecube when it's released later this year. If it lives up to the potential shown in the unfinished version we played, *Eternal Darkness* could have some strong competition in the 'mature' game stakes.

**INCREDIBLE  
NEW SHOTS!**  
We take a look at Nintendo's newest  
screenshots for their forthcoming adventure  
and discuss the possible new directions  
the game could take.



## THE KNOWLEDGE

- Beautiful new gaming world and a massive new adventure as Link attempts to rescue his kidnapped sister.
- Stunning cel-shaded visuals and ground-breaking animation that go to create the first truly interactive cartoon.
- Classic *Zelda* gameplay of exploration, battling, conversing and dungeoneering.
- New sea-based exploration with sailboat and compass.
- Link's family fleshed out, including the reported appearance of Granny Link.

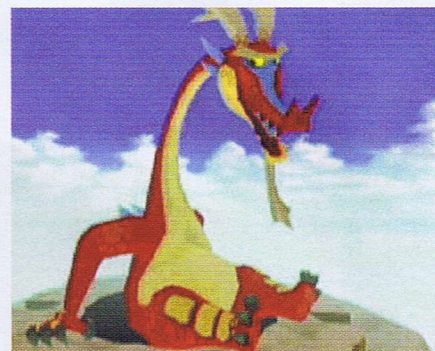
## THIS LOT ALSO DID...

### ■ Mario Sunshine (NGC/71)

The long-awaited sequel to *Mario 64*. We've played it, we've finished it and it's absolutely stunning in every way. Another instant classic from Nintendo.



△ The more we see of this, the more we want it – only another six long months to go. Unless it gets delayed.



△ We saw a snippet of this dragon at E3 but we still don't know what kind of role he'll play in the game.



△ In a few short moments, Link will club this bird with his sword – sending feathers everywhere.

# THE LEGEND OF ZELDA

Eye-watering new screens of the locations unveiled at E3, and teasers to set tongues wagging.



**U**nsurprisingly, news on *The Legend of Zelda* is getting pretty scarce at the moment. With its release still some time away and Nintendo having proved their point a few months ago at E3, they're not exactly busting a gut to divulge any extra information. Still, not matter because we do have a nice line in new high-res screenshots, unleashed here for the first time.

As you can see, there's nothing in the way of new areas to show you, but this new batch of shots does give you a much better indication of the size and quality of some of the game's main environments, and allows you to get a better sense of perspective on just what Link's new world potentially offers up. There are also a number of shots that reveal a

little more about some aspects of the game that we saw at E3 but were, until now, even with the use of our DVD, only able to describe to you.

### LINK TO THE PAST?

One thing we're still unsure of is where exactly Link's latest adventure stands in the grand scheme of things. Shiggy himself has frequently commented on his desire to take Link back to his roots and to rediscover his initial intentions for the whole *Legend of Zelda* franchise. After drastically (and controversially) changing the game's visual style, we thought he meant that he was trying to get the game to *look* and *feel* more like the original eight- and 16-bit titles. This is obviously the case with some aspects of the game, as many of the design features – especially the two-tone

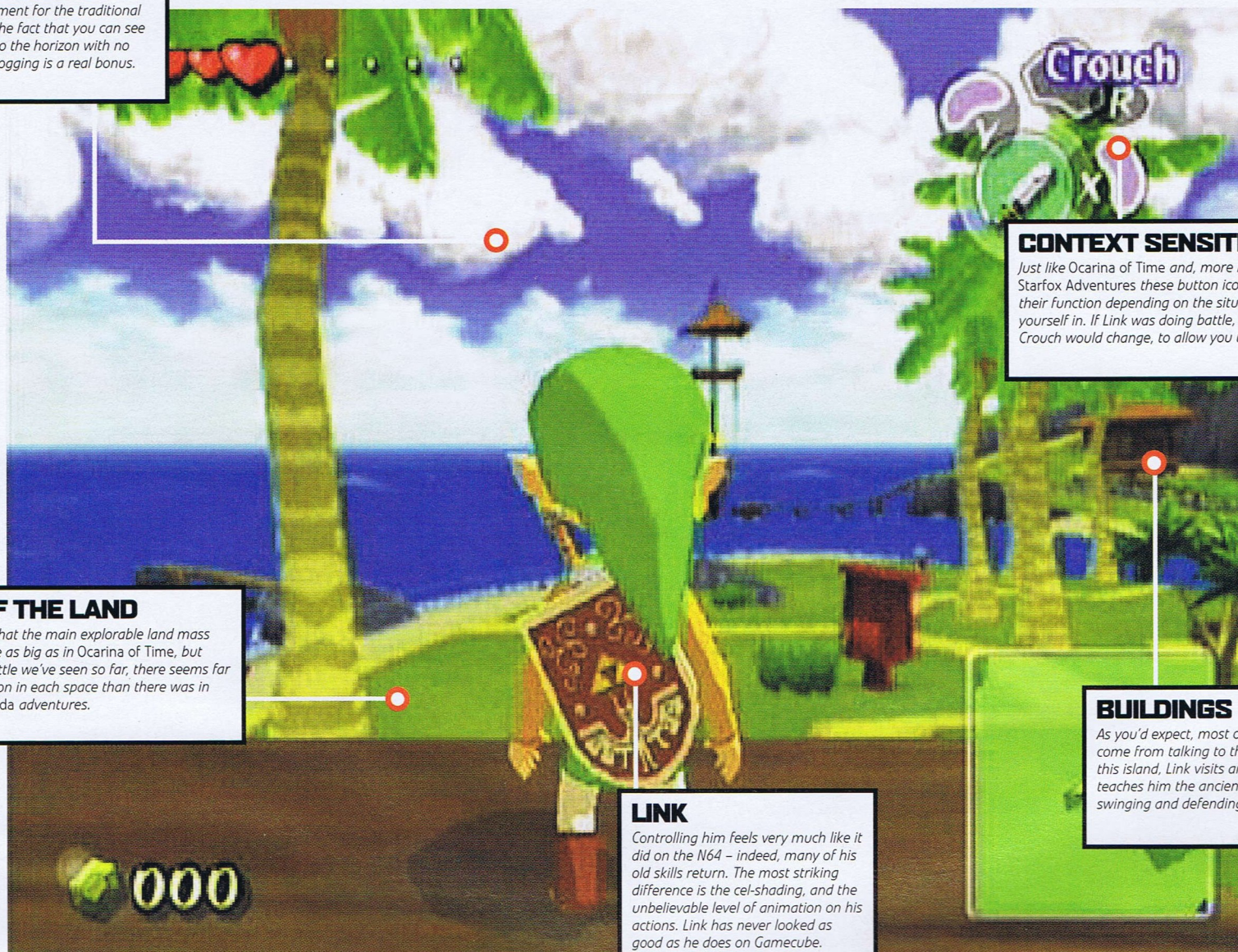
## HELLO SAILOR!



As you're no doubt aware by now, Link travels around in a little sailing boat. We don't know just how big this oceanic area really is, but it's almost a given that Link's boat is, for all intents and purposes, a replacement for Epona, with the sea taking the place of Hyrule or Termina field. No doubt, Shiggy's hidden plenty of surprises in this nautical wonderland.

**BLUE YONDER**

Out there awaits *Zelda*'s islands – a nice replacement for the traditional dungeons. The fact that you can see all the way to the horizon with no blurring or fogging is a real bonus.

**LAY OF THE LAND**

Shigsy said that the main explorable land mass would not be as big as in *Ocarina of Time*, but from what little we've seen so far, there seems far more going on in each space than there was in both N64 *Zelda* adventures.

**CONTEXT SENSITIVE**

Just like *Ocarina of Time* and, more recently, in *Starfox Adventures* these button icons change their function depending on the situation you find yourself in. If Link was doing battle, the word Crouch would change, to allow you to defend.

**BUILDINGS**

As you'd expect, most of Link's clues come from talking to the natives. On this island, Link visits an old man who teaches him the ancient art of sword swinging and defending.

**LINK**

Controlling him feels very much like it did on the N64 – indeed, many of his old skills return. The most striking difference is the cel-shading, and the unbelievable level of animation on his actions. Link has never looked as good as he does on Gamecube.

textures on the tree trunks – are reminiscent of the SNES classic, *Link to the Past*, as is the more basic appearance of the game as a whole. In terms of the actual story, though, we'd say that this is probably a prequel to the series, or at the very

*Ocarina of Time*. For example, his fully-charged spinning attack sends Link dizzy, his eyes roll into the back of his head and he has to re-compose himself before continuing. It's almost as though he hasn't quite refined this skill, indicating that perhaps this is a

first time we have really encountered any of the boy-pixie's relatives.

**A FAMILY AFFAIR**

In *The Legend of Zelda* Link's sister features heavily, as Link has to rescue her after she's kidnapped by a giant bird. Also rumoured to make an appearance is Link's grandmother, again hinting towards a greater understanding about his hitherto-unknown origins. It would be great to discover even more about Link's past – like what happened to his parents or where his true home is – rather than have just another generic boy-rescues-girl plot.

However, from what we've seen so far, it looks as though girl-rescuing is going to be pretty high on Link's list of priorities. We just hope to Mike it's not

## LEGEND OF ZELDA WILL MARK THE FIRST TIME WE COME INTO CONTACT WITH LINK'S FAMILY

least, set before the N64 instalments. Link does – and we're not just saying this because of the wide-eyed cartoon styling – have a much cheekier, younger air about him this time round. His expressions and behaviour seem far more boyish than usual – especially compared to the likes of

precursor to previous *Zelda* games.

Another reason that Link might be going back to his roots is the inclusion of members of his family. With the exception of Link's uncle (who hands you the family sword and shield at the beginning of your daring *Zelda* rescue in *Link to the Past*), this is the



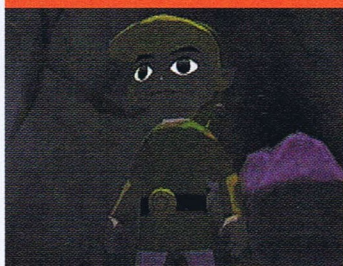
"We'd wager *Zelda* will far exceed our expectations"

## EXPRESS YOURSELF

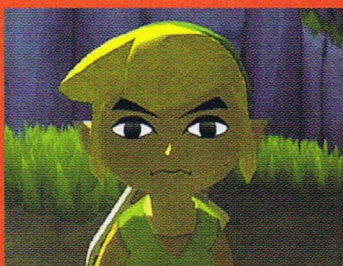
One of the biggest changes implemented by Miyamoto after Link went cel-shaded was to change his eyes. Taking up a large percentage of the elf-boy's face, they can convey a staggering array of emotion, bringing his character to life.



■ If you had a look at our E3 DVD in **NGC/70**, then you'll know what we mean when we talk about Link's highly developed facial expressions. If you watch him you'll notice his face change a number of times a minute.



■ In gloomy surroundings he becomes far more pensive.



■ His eyes frequently narrow when observing important incidents.



■ More potential health is always cause for joy.

going to prove to be the underlying theme for the whole adventure.

Wishful thinking and speculation aside, though, the chances of Nintendo leaking any major plot

*Majora's Mask* is back in full effect, only this time it's far more subtle and much slicker than ever before – exactly what you'd expect from a highly anticipated next-gen update. After playing *Mario Sunshine* we're

*Sunshine*, this would still be a superb addition to the series, although it's doubtful Nintendo would settle for that. In fact, we'd wager that *The Legend of Zelda* will far exceed our expectations – the sheer unadulterated joy we got from playing it at E3 is more than enough reason to think that. Obviously, there's still a long wait until we manage to get our hands on completed code, but from what we know and have seen so far, it's definitely going to be worth it. More for you very soon.

**RUMOUR**  
Sources close to Nintendo suggested that the GBA link-up facility will feature far more heavily than we originally reported – but it won't be essential.

## THE GAMEPLAY PIONEERED IN OCARINA AND MAJORA'S MASK IS EVEN MORE REFINED HERE

details is slim to say the least. What we do know, however, is how well it plays – and as we've said so often, the level design and gameplay perfection that was pioneered and refined in both *Ocarina of Time* and

wholly confident that despite its similarities to the N64 games, Nintendo aren't about to let us down. Even if they only packed in half as many imaginative touches and surprises as we found in *Mario*



△ One of the cut-scenes with Link and his sister. More members of Link's family are rumoured to be in the game. Is this a *Zelda* prequel then? We hope so...



△ Just look how clear the detail is on the land below the bridge. If a more realistic visual style had been used, this would barely be possible.

## NGC VERDICT

Needless to say, this is still at the top of our most-wanted list. True, in the presence of *Mario Sunshine* we've managed to forget about Link for a short while. But after witnessing just how fantastic Mazza's new adventure is, it's safe to say that Nintendo have in no way 'lost it', and on the strength of that game, we're absolutely sure that a stunning new *Zelda* adventure is definitely on the cards. With so much left to discover about what's included in the game, the only thing left for us to do is keep our ears to the ground and just wait and wait... and wait. Needless to say, as soon as we get more info we'll be the first to share it all with you – including exclusive new shots.



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### WHAT WE WANT TO SEE INCLUDED

- A world bristling with activity. In terms of landscape size, *Legend of Zelda* is smaller than *Ocarina of Time*, so we'd like more going on to make up for it!
- The fleshing out of Link's family. We want to know more about the origins of one of Nintendo's greatest-ever characters. A look at Pappa Link would be well 'smart'.
- Some innovative weapons and gadgets.

### ANTICIPATION RATING



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*Media with passion*

**TERRIFYING FIRST PICS!**  
 We've snapped 'em! The first-ever shots of  
 Capcom's reworked *Resi 2* and 3 delivered  
 by a zombie postman directly to your  
 brain lobes. Get ready...

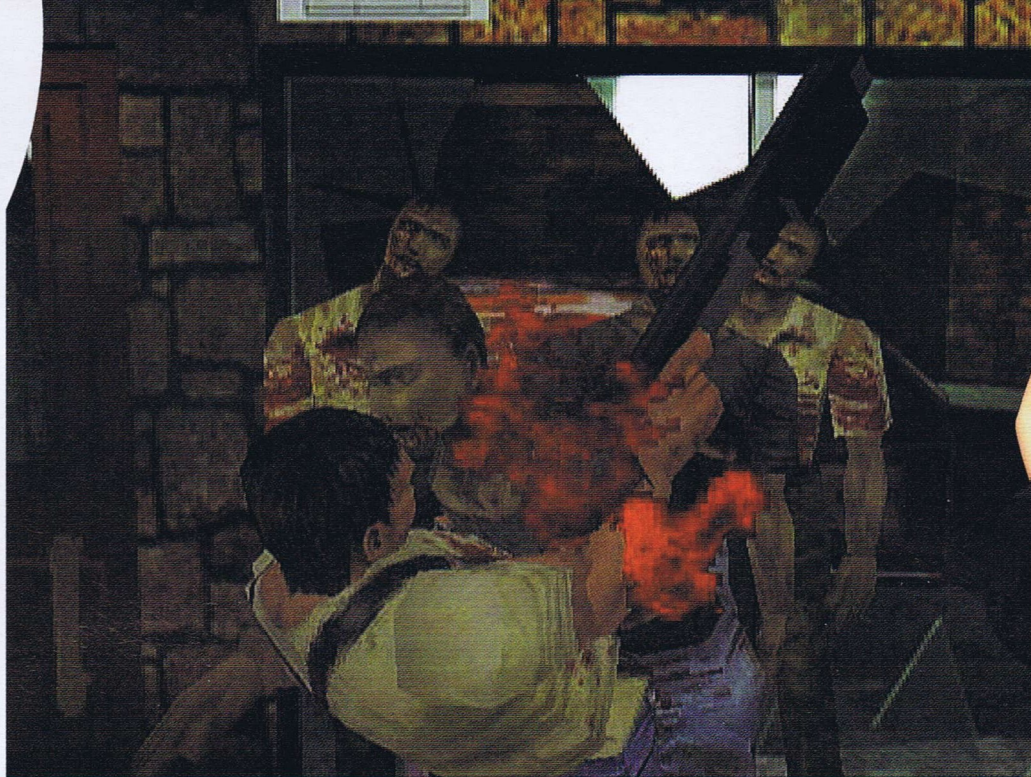


### THE KNOWLEDGE

- Graphically superior version of the original *Resi 2* on PlayStation and then N64.
- Introduces new characters: cop Leon Kennedy and Claire Redfield – sister of Chris.
- 'Zap' system, which weaves the two plots together, allowing you to play as both and uncover new areas.
- Rookie mode, which starts off players with the three most powerful weapons – Rocket Launcher, Sub-machine gun, and the Gatling Gun – as well as unlimited ammunition.
- Unlock secret characters like hunk of green stuff, Tofu.

### THIS LOT ALSO DID...

- **Resident Evil (NGC/72)**  
 Revitalised rendition of the PSOne original, with storming visuals and sprinting zombies.



△ Plainly the visuals are crisper, though the relatively low polygon count means it still looks fairly similar to the N64 version.



△ Leon teams up with weirdo nutjob Ada. Claire also meets up with a couple of friends – notably the Birkins.



△ Mornin'! Like all the *Resident Evil* games, there's some standout scares. Here, William Birkin goes mental.



# RESIDENT EVIL 2

Re-energised but just as scary:  
 we get to grips with *Resi 2*...

**I**t's sold over 20 million copies worldwide – and now you're about to find out why. Again. Almost three years after *Resi 2* arrived on N64, Capcom are readying an early 2003 slot for their jazzed-up reinterpretation of the super-sequel. In truth, the differences between the N64 version and this in terms of changes are negligible. The main difference will be visually: things have been polished, especially where the backgrounds are concerned, although in this first batch of screenshots from Capcom, it appears the characters haven't undergone quite the change their counterparts in the first *Resident Evil* did. That could change, of course,

but Capcom are keen to underline that this will boast nowhere near the amount of additions that the original *Resi* had – reviewed this issue on page 56 – and that this will be reflected in the price. Early estimates suggest both this and *Nemesis* (see across the page there) could come in at under an astonishing 20 quid. If you've never played *Resi 2*, then prepare yourself for what many believe – along with *Code Veronica* – to be the best in the series. Switching play from the creepy old mansion of the first game to the apocalypse-like streets of Raccoon City, the game has a superb plot, as well as some filthy great G-Virus-affected foes. You'll absolutely love a piece of it.

## NGC VERDICT

If *Resi 2* does come out at the expected twenty notes, then you're going to be hard-pressed to resist its excessively bloody charms. Okay, so you've seen all it has to offer already on N64 – a version of the game that came complete with a high-res mode, anyway – and, because of that, maybe it's not quite as essential as it might have been. But, when you consider you'll be able to get this and *Nemesis* for the price of a normal game, it's still going to be difficult to turn down.



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### ANTICIPATION RATING



**PLOT REVEALED!** Confused by the *Resi* series' plot? Want to know which character belongs to which game? Turn to our complete story breakdown on page 64 for all the info you need...



△ *Nemesis* sees the return of foxy Jill Valentine.



△ *Nemesis*. He follows you around throughout.



△ The game starts with Jill packing her bags for Europe. Unfortunately for her, she doesn't get far.



△ *Nemesis* is set before and after *Resi 2*.



△ The static camera angles create real tension.

# RESIDENT EVIL NEMESIS

Part-prequel, part-sequel, and set to hit shops next year for 20 quid...

## THE KNOWLEDGE

- New plot, continuing the story behind the spread of the Virus. *Nemesis* finally reveals how – and why – Umbrella turned everyone into zombies.
- 'Multi-directional' story: the decisions you make in-game affect where the story goes.
- Play as Jill Valentine from the first *Resident Evil*, and team up with mercenary Carlos Oliveira.
- More zombies: ten different types of flesh-chompers.
- 'Dodge' move allows you to sidestep oncoming attacks.
- Even more of a challenge. When you kill an enemy, they don't necessarily stay dead. Unless you blow them to bits or decapitate them.
- Interactive environments.

## THIS LOT ALSO DID...

- **Auto Modellista** (PlayStation 2)  
Gorgeous cel-shaded racer. Coming to Gamecube next year.
- **Resident Evil 4** (Gamecube)  
Currently in development, this fourquel is exclusive to Cube.

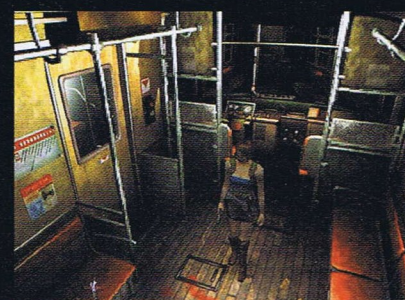
**A BIT OF A HITCH**  
In a Japanese interview a few years back, Shinji Mikami – the director of both *Resi 2* and *Nemesis* – said that *Nemesis* was inspired by the films of Alfred Hitchcock and – bingo! – John Carpenter.

**F**or many, *Nemesis* was the weakest in the *Resi* series. With a plot that covered the time both before and after *Resi 2*, it confused as much as it excited. It did, however, tie up many of the loose ends, especially where Umbrella – the mysterious corporation behind the series' G-Virus – were concerned. Like *Resi 2*, *Nemesis* is to undergo no significant changes before its release next year, other than a brief graphical buff-up. But it is likely to get to the shelves at the all-too-inviting price of £20. Certainly, the Americans are getting both *Resi 2* and *Nemesis* for \$19.95 – a price that, given the dollars-for-pounds policy of Nintendo up until now, should ensure we're not paying over the odds for what is basically the PSOne original.

The game sees the return of Jill Valentine from the original *Resident Evil*, who teams up with mercenary Carlos Oliveira. More of the story is revealed in our special on page 64, but suffice to say Carlos – as well as the other soldiers Jill meets – don't turn out to be quite as trustworthy as he at first appears. The dirty rat. The two most significant areas of improvement *Nemesis* sports over its predecessors is in the characters' new ability to dodge – allowing them to side-step projectile attacks – and more (and more varied) zombies. In fact, *Nemesis* sports ten zombies, some carried over from the previous games, but most new to this game. Make no mistake, the game is rock-hard, but better interactivity with the environment means you shouldn't be short of weaponry. More soon...

## NGC VERDICT

While *Nemesis* is acknowledged as being the weakest of the *Resi* games, it's still streets ahead of the competition – and, unlike *Resi 2*, boasts the distinction of never having been seen on a Nintendo format before. The story – if you stick with it – is a treasure trove of important information although the fact that this is both a prequel and a sequel does water down some of its revelations. Still, it does what you want it to: scare you silly. We can't wait to get it in...

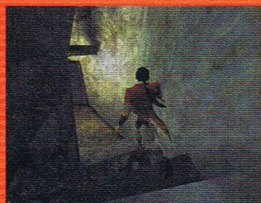


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## ANTICIPATION RATING



**EXCLUSIVE  
NEW SHOTS!**  
It's high fun on the high seas – you know, if you want it to be – as the guy who brought Lara to life finally reads his massively delayed pirate-fest...



## THE KNOWLEDGE

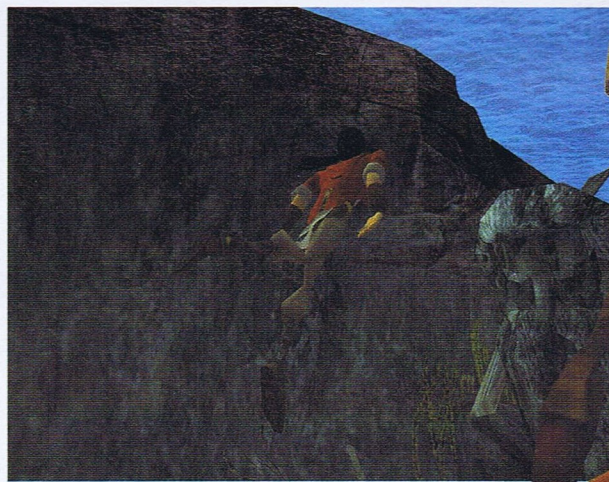
- Six massive islands to explore – each with “indoor and outdoor” locations. Let’s hope.
- 3D adventure set in an alternate version of the 1700s. The game uses ancient legends to spice things up enemy-wise, as well actual architecture and equipment from the time.
- RPG-style elements where main character Rhama Sabrier can enlist the help of other characters, helping Rhama in solving different challenges.
- Story mode which dictates where events go and what happens while you’re playing. Er, just like a story should do.
- Revolutionary control system and interactive environments.

## THIS LOT ALSO DID...

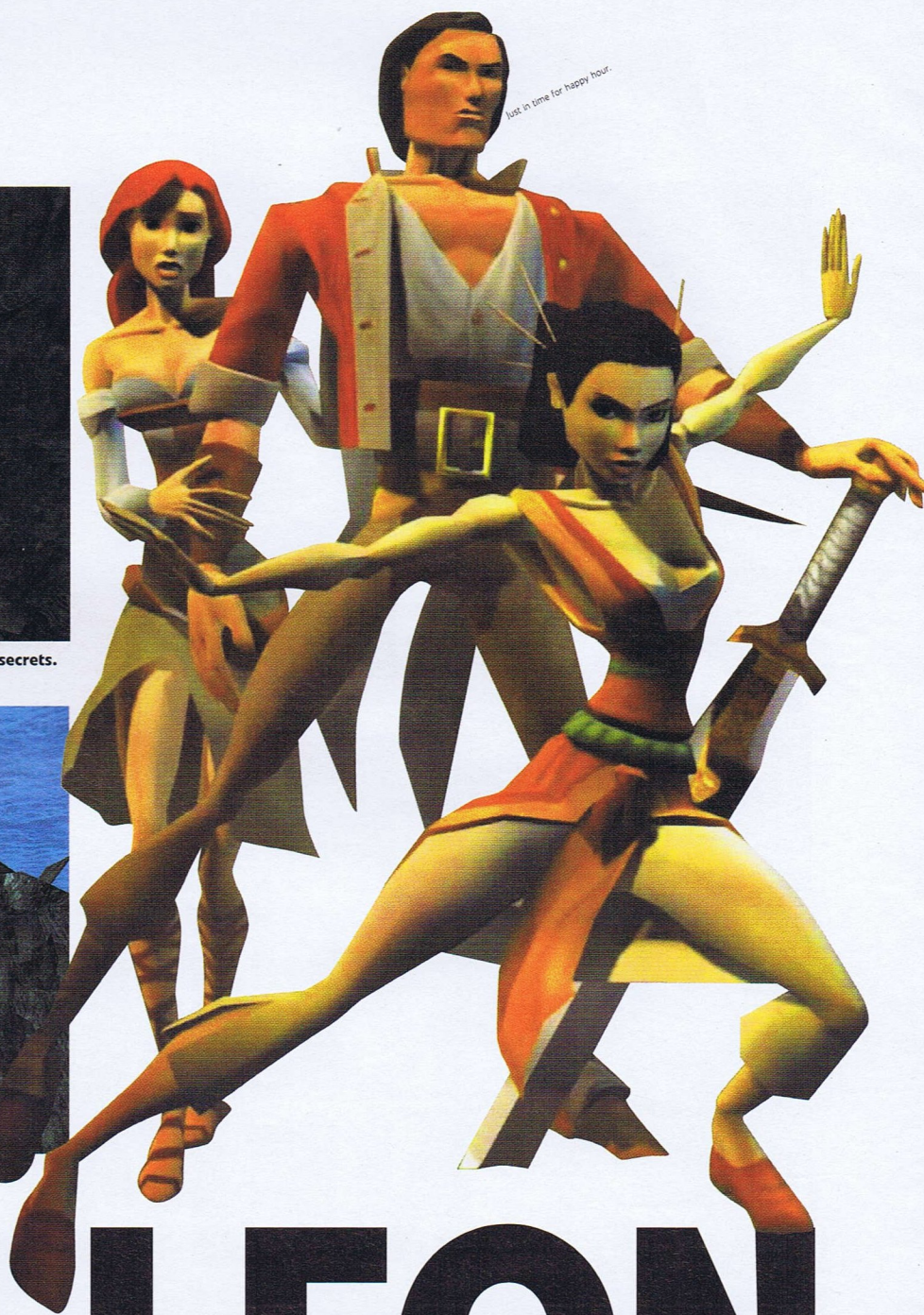
■ **Tomb Raider**  
(PlayStation, PC, Saturn)  
Toby Gard, the brains behind Confounding Factor, worked as an artist on the original – and some would say, best – Lara adventure. Apart from that...



△ Underwater landscapes will reveal a wealth of new paths and secrets.



△ Rhama has feet like huge oars – useful for doing the crawl.



# GALLEON

Four years in development and countless delays – will the wait be worth it?



sing just four buttons and the analogue stick, *Galleon* feels like a next-generation game. The control is subtle and unique, using the camera as a way of determining which direction hero Rhama moves in, as well as what he does – and what he climbs. Visually, it is striking too, but in this first batch of shots for a staggering 11 months, there seems to be a worrying lack of action. Just two of the shots leaked out of developers Confounding Factor to **NGC** hint at the game’s fighting system. The rest display some neat, interesting, yet barren level design.

Except for a brief three-day outing at this year’s E3, *Galleon* has been

closed off to the general public for the best part of a year. The last time anyone got near it was when we took the train over to Bristol and forced our way into the development studios – the results of which were unveiled

(cough) Lara Croft and *Tomb Raider*. One thing we do know is that the control system has undergone some major tweaking, providing what’s likely to be an unparalleled and unique experience among console

**THE CONTROLS WILL CHANGE THE WAY YOU EXPECT GAMES TO PLAY. MAYBE EVEN FOREVER**

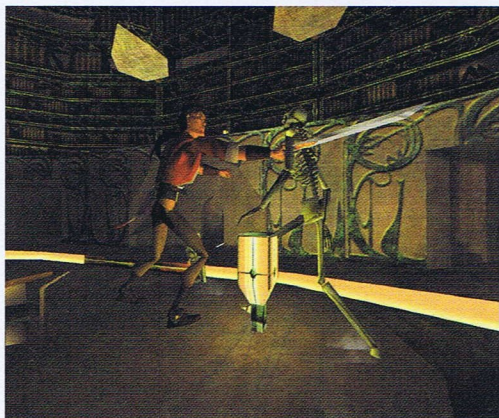
in our world exclusive in **NGC/59**.

What’s been happening during the past 12 months is still being kept under wraps by the coders at Factor and head honcho, Toby Gard – the guy, as we all know by now, behind

games. In fact, we’d go as far as to say that the controls will change the way you expect games to play.

Maybe even forever. Basically, the C-stick is responsible for just about everything. Point it in a

After a year of silence, we snag new *Galleon* shots



△ Control of Rhama is extremely simple, and the game uses the camera in a way not seen since *Mario 64* in 1996...



△ ...as well as allowing him to scramble atop objects and hang from ledges, it also allows easy enemy-battering.



△ These shots give an idea of how the environments look, but they're unlikely to look as sharp in their final form. These are taken using PC development kits.



△ It's been a year since we blew apart *Galleon* in our exclusive in *NGC/59*. Let's hope we're playing it a year from now.

## STORY!



The storyline in *Galleon* has a close link with the way the gameplay progresses, and concerns the adventures of Rhama Sabrier, sea captain and peruser of ladies. As you'd expect of a hero, his main cause for woe is someone pretty nasty – in this case, the evil Jabez, a moustachioed nutter who has attained God-like superpowers.

certain direction and Rhama goes there. Continue to point it in that direction and he will climb over whatever's in his way. The C-stick will also be used to issue instructions and select weaponry – all without ever reverting to menus. The only other buttons being used are A, B, Y and X, but these only intermittently. Every surface in the game has a 'grip' texture – some you can climb all the way up, some only halfway, but each surface you can interact fully with.

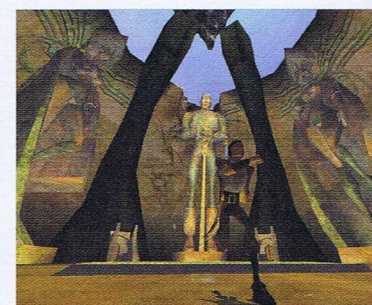
Elsewhere, it's less easy to see where the time has gone. The shots are big and crisp (and, cheekily, are taken via a PC dev kit, allowing Factor to boost the screen resolution) while the story has been worked upon, and

the character animations have been improved. Beyond that, these new shots hint at little that we didn't already know, and with only months to go before the game hits the shelves in December, either there's a massive amount of new gameplay being kept locked up in a safe, or *Galleon* hasn't changed that much.

Certainly, the ideas that make up *Galleon* sound so intriguing – notably the way Rhama moves and interacts with his environment – that it's unlikely this will fail to provide a new and unique gaming experience – it's just that the shots do little to push its cause. Over the next few months, let's hope *Galleon* can show us what it's really capable of.



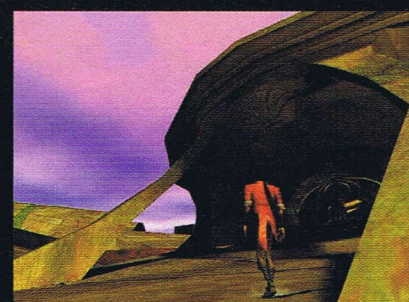
△ Rhama. Underwater. Again. The game's clever use of the Gamecube controller means...



△ ...whether you're on land or water, you won't struggle.

## NGC VERDICT

It's difficult to tell how *Galleon* has come on in the past year, especially from these fairly drab shots. However, during an extended spell of play at E3, and based on what we saw 11 months ago, the game feels superb, with the control system pushing the game beyond its competitors. The fact that Rhama can climb just about anything is a refreshing touch, offering unprecedented levels of interaction. If we have concerns it's that the islands all look very similar – so far, anyway – and, in places, vast and lonely, sporting only a few outcrops here and there. Additionally, both versions – even the later one at E3 – sported nasty frame-rate problems, but it's worth remembering, these were far from finished. We'll get our hands on it soon...



UK DEC US DEC JAPAN TBA

### WHAT WE WANT TO SEE INCLUDED

- Battling – and plenty of it. Story and pretty ladies are all very nice, but you can't beat a bit of swordplay.
- Expansive play areas, where you can just wander around, exploring. A few *Mario*-style sub-quests wouldn't go amiss.
- Big bosses. We've already seen a section where Rhama takes on three huge stone foes, and we're after a few more of them.

### ANTICIPATION RATING



"Pro Wakeboarder could be a real sleeper hit"



## SHAUN MURRAY'S PRO WAKEBOARDER

Don't laugh. You might like it.

**E**ven after this hits the streets, Tony Hawk will still reign supreme as the extreme sports nutter of choice, but you shouldn't discount Activision's first ever attempt at wakeboarding.

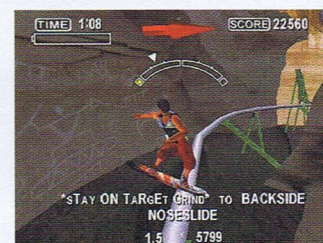
Seriously.

Surprisingly inventive, immensely playable and strangely addictive, *Pro Wakeboarder* works like *Tony Hawk's* on rails. A speedboat drags you along and you use the rope to soar from one side of the lake to the other, using pieces of jutting-out rock, sides of boat and handily placed railings to grind out stunts and tricks. The combo system is excellent, pushing scores up the crazier things get, and there are 11 levels to, er, 'wakeboard' across – although only one was open and playable in the version we saw.

This could be a sleeper hit, you mark our words. More soon.



△ Developers Shaba spent 18 months on the water... and it's still not as good as *Wave Race*. Nice try, mind.



**NGC  
AMAZING  
NEW PICS!**

Direct from Jabba's Hutt come brand-new shots of LucasArts' top PC conversion. Anyone fancy a fight?

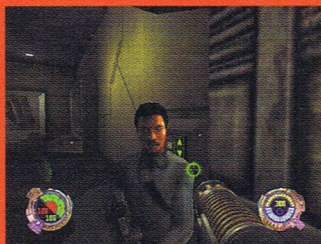
## STAR WARS JEDI KNIGHT II

Take on the scum of the universe.



**T**his month we were given the first chance to get our hands on *Jedi Knight II*, the highly-rated PC first-person shooter that also mixes third-person adventuring and stealth elements.

It's early days, but already it looks to be fun: central hero Kyle Katarn can toss his lightsaber at people, as well as make use of the game's huge arsenal of weapons, including rocket launchers and grenades. Interestingly, you can also use Jedi mind-tricks, like pushing enemies away. Could be nice.



## LEGENDS OF WRESTLING 2

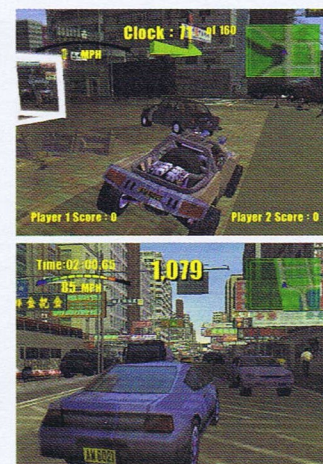
After mashing the original's face in with the heel of our boot in **NGC/69**, we didn't honestly expect to see a sequel to *Legends of Wrestling* so quickly. But here it is, complete with more characters, more modes and better visuals. Or, so we're told.

To be honest, it's difficult to tell where the improvements have been made in these early screenshots – currently the crowd isn't even in place – but Acclaim are working hard at ironing out the control niggles that so blighted the first game. We'll certainly have more as this one progresses.

## WRECKLESS THE YAKUZA MISSIONS

Trumpeted by Xbox connoisseurs as a superior free-roaming, mission-based racing game, *Wreckless* comes to the Cube with twice as many missions, more vehicles and new objectives.

In the game you either choose to go good or turn bad, fronting either an elite wheel-based task force, or the Yakuza they're trying to take down. The objective is to outrun and out-think your opponent, using the intricately modelled streets of Hong Kong, mowing down pedestrians and taking shortcuts through dim sum stalls. It's a lot of fun. Question is, will it eventually become too repetitious?



"True Crime is an interesting and ambitious project"



## AUTO MODELLISTA

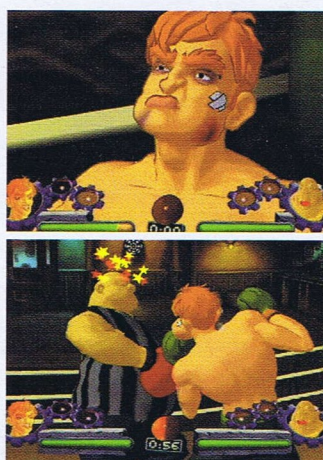
Capcom's beautiful cel-shaded racer is now out in Japan on PS2. Initial reviews suggest it's excellent, but its appearance on GameCube relies heavily on where Nintendo decide to take their online strategy – a large part of the game is online-focused.

With the PS2 version taken care of, though, attention will now switch to the Gamecube incarnation, talked about at Capcom months ago, but never really discussed further. Oh, we'll be keeping a close eye on this.

## BLACK AND BRUISED

In case *Rocky* (page 19) doesn't knock you out, *Black And Bruised* is a cartoony story-based version of the sport, with some genuinely eye-catching cartoon-style graphics.

It's halfway between cel-shading and realistic rendering, giving the fighters a solid, beautifully animated look. Grotesque lumps and bruises can be seen on the boxers after taking powerful shots, and the gameplay is very similar to the battered old warhorse *Punch Out*. It's due out in the winter, fight fans.



## X-MEN: NEXT DIMENSION

Looking nice, and offering some large, multi-levelled arenas, *Next Dimension* was playing nicely this month. The characters moved smoothly, there were plenty of moves, and the story mode offered an interesting approach to scrapping. More as we get it...



# TRUE CRIME STREETS OF LA

*GTA meets Max Payne meets Out Run.*

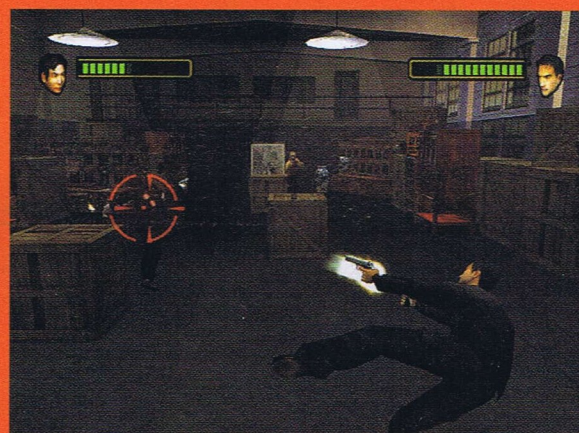
**NGC FIRST EVER SHOTS!**

Hot pics of the game that's shaping up to *GTA* with faster cars and bigger weapons. And punch-ups. And fire fights. And loads more.

**W**ith 400 square miles of LA mapped and replicated in-game, over 100 missions to sink your teeth into, guns galore, fist fights, blood and car-stealing all packed into the underworld-stopping storyline, *True Crime* sounds like a dream come true – the sort of violence-strewn blast we thought we'd never see on a Nintendo machine.

In reality, it's an ambitious and interesting project that mixes three very diverse genres (driving, shooting and fighting) and doesn't quite hang together – yet. You can steal cars like in *GTA*, beat perps senseless in the fighting sections, and take on hordes of Triads with just two barrels and a lot of bullets, but there's an overriding sense this might just have bitten off more than it can chew.

That said, if this works, it could well be one of the most original games for a while. More soon.



**OUR PROMISE**  
We've spent years securing the biggest and best contacts inside the world's most important companies. Our news is properly sourced, expertly written and thoroughly researched. You can trust what you read here - that's why Newsdesk is the best magazine news service on Planet Earth.

**IN NEWS THIS MONTH**

**FINAL FANTASY**  
SQUARE REVEAL THEIR GAMECUBE RPG **P40**

**CLEAR SKIES**  
FIRST PICS OF ARCADIA **P39**

**IKARUGA**  
CRAZY SHOOTER HITS CUBE **P39**

**THE BIG Q**  
WHY ARE CUBES CRASHING? **P41**

**PLUS!**  
■ Mario in Playboy  
■ Most Wanted  
■ Pasta eating  
& MORE!

# NGC BRINGING YOU NEWS FIRST NEWSDESK



## ARE NINTENDO STILL WORKING ON MARIO 128?

IN A RECENT INTERVIEW, MIYAMOTO SEEMED TO CONFIRM THE EXISTENCE OF A SECOND MARIO TITLE FOR GAMECUBE, THE LONG-RUMOURED *MARIO 128*. WE TAKE A CLOSER LOOK... **BY TIM WEAVER**



**I**n a surprisingly revealing month for Nintendo, chief development brain Shigeru Miyamoto talked openly about his plans for *Zelda*, as well as his career at the company - and then, more interestingly, appeared to confirm the existence of a second Mario title, beyond *Super Mario Sunshine*, released here next month.

*Mario 128*, first shown at their annual Spaceworld show in 2001, was originally passed off as a technical demo, picking up the name *100 Marios* due to the fact that the sequence seemed to consist of a century of Mazza's belting about what appeared to be circular Monopoly board. Further confirmation that this was just a demo seemed to come in the shape of the superb *Mario Sunshine*, a game generally believed to be the *Mario 128* Miyamoto liked referring to.

### SUN ALWAYS SHINES

Seemingly not. In a press conference in Japan this month, Shigsy responded to a question about the *Mario* series by



**DEMO DISCS SHIP IN U.S.**  
Lucky American gamers have been getting the chance to play selected

levels from games such as *Mario Sunshine* and *Starfox Adventures*, thanks to preview discs installed in

Gamecube demo pods at major stores. Nintendo's policy has always been not to release unfinished code or

let people play individual sections out of the context of the full game, but the times they are a-changing...

**WHO ARE WE?** This month's news is written and researched by Tim Weaver, Geraint Evans and Martin Kitts. Geraint is so devoted to Eastenders star Kacey Ainsworth, he insists we all call him Little Mo, and cries if we refer to him by any other name.







△ Fina, Aika and Vyse's adventure is definitely one of our favourite RPGs of all time.



# ARCADIA EXCLUSIVE

Sega's revamp of the popular Dreamcast RPG is now set to appear only on Gamecube.

**S** kies of Arcadia developers, Overworks (the same team behind the Dreamcast original), have decided to make the update of their unspeakably huge exploration-based RPG adventure exclusive to Gamecube. With the PS2 version now well and truly scrapped, Overworks have pledged to make *Arcadia* far more than just a port of the Dreamcast edition, making changes that promise to ensure the game is worth playing even for fans of the original.

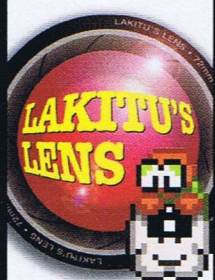
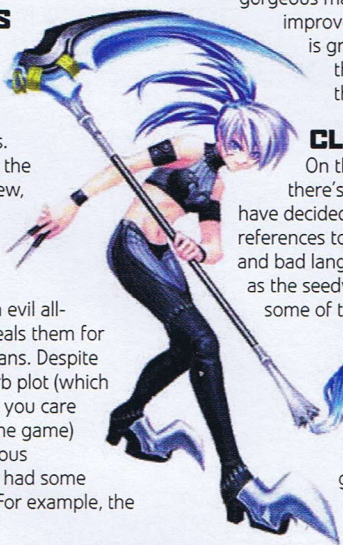
## MAJOR ISSUES

This is fantastic news as the Dreamcast version, was one of the console's finest games. Taking control of Vyse the Blue Rogue and his crew, you sailed around a massive game-world in a giant airship in an attempt to collect magic gems before an evil all-conquering empire steals them for their own devious means. Despite the game's size, superb plot (which for once, really makes you care for the characters in the game) and stunningly ambitious environments, we still had some major 'issues' with it. For example, the

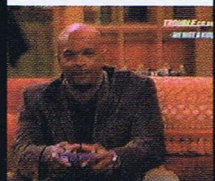
horrendous amount of random encounters – that spoiled your feeling of freedom and exploration somewhat – got very tiresome and the rather basic and shallow battle system was ultimately disappointing. Whether these problem will be carried into the GC version remains to be seen, but we do know that Overworks have already added a new character – a female bounty hunter called Piaster. The game will also get a visual makeover with slightly higher-res textures, even more gorgeous magical effects and improved battle scenes. This is great considering that the DC version is still a thing of real beauty.

## CLEAN LIVING

On the downside, though, there's a rumour that Sega have decided to remove any references to drinking, smoking and bad language – a shame really, as the seedy pirate atmosphere in some of the locations like the slums of Valua and Sailor's Island could well be spoiled somewhat by this. Let's hope they don't go (cough) 'overboard'... MK/GE



SEEN BRAD PITT READING HIS MONTHLY COPY OF NGC ON THE BOX? SPOTTED A GAMECUBE IN HOLBY CITY? THEN WRITE IN!



## WAYANS WORLD

"Does anyone watch the cable comedy show *My Wife And Kids*?" asks Dan Forde from Surrey. "No? Well I spotted the very 'amusing' Damon Wayans playing frantically with his Gamecube, although the only button he managed to press was Start. He didn't even touch the analogue stick. He later mentions that the game he was playing was called *Alien Stalker*, which all Cube owners know exists only inside Damon's head. Then at the end of the show he goes to bed and starts playing with a GBA, despite clearly forgetting to insert a cartridge."

WRITE TO: LAKITU'S LENS, NGC, 30 MONMOUTH STREET, BATH, BA1 2BW

Entries sent with picture evidence will win a Gamecube game...



# SHOOTING STAR

Radiant Silvergun follow-up incoming!

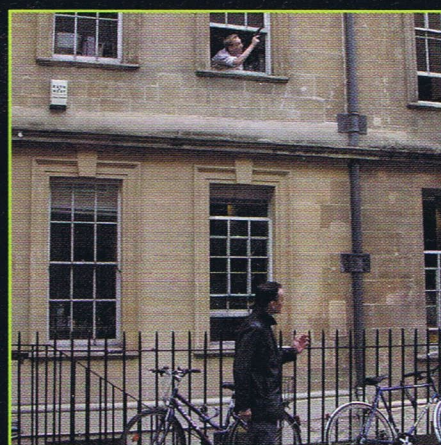
Treasure will be bringing their new arcade shooter *Ikaruga* to Gamecube next January. The game is a vertical blast with a difference. Enemies come in black or white types, and by switching the colour of your ship it's possible to

absorb bullets from one or the other. You can play an online demo of this unique central gameplay concept at: [www.asahi-net.or.jp/%7Ecs8k-cyu/bulletml/narihira/narihira\\_applet.html](http://www.asahi-net.or.jp/%7Ecs8k-cyu/bulletml/narihira/narihira_applet.html) *Ikaruga* will be published by Atari. MK

# VIRTUAL REALITY

NINTENDO GAMING MOMENTS 'COME TRUE'.

THIS MONTH Wildlife conservation, Turok Evolution style...

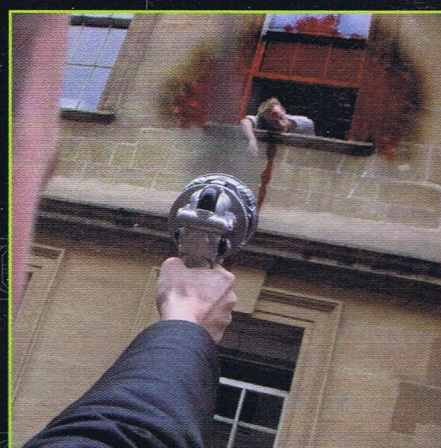


## THE TEST

Having been brought up in Swansea, Geraint is pretty tasty with a gun. Today, like most days, he spends his lunchtime shooting pigeons and seagulls from the office window.

## RESULT

Unfortunately he fails to notice a passing undercover RSPCA officer, who exercises his right under section 24b of the RSPCA handbook and issues an on-the-spot penalty: death.





## SHORT CUTS



### MARIO THE MATURE?

Is this the more 'grown-up' Mazza Shiggy was talking about? Er... no. It's a *Mario Sunshine* ad that was placed in the Japanese edition of *Playboy*. The double-page spread features a badly-Photoshopped Mario spraying a Bikini-clad lady with water. And the slogan? "Summer. Mario. It feels so good". Surely someone at Nintendo's marketing division needs some of Jud's special 'holes in the head', although the adult-targeted campaign "should have gone further, and more naked" according to Geraint.



### PASTA PERVERSION

This month saw another of Nintendo's bright ideas come to the fore. To celebrate the release of *Mario Sunshine* in the US, Nintendo are attempting to break the world record for the biggest bowl of pasta. *How do they come up with this sort of thing?* Anyway, aiming to cook up a whopping 1200kg of pasta and sauce, Nintendo will run a Mario cosplay compo alongside it – where the winner will be allowed to slide into the pasta like a 'human meatball'. Kittsy reckons it should be scalding hot. Still, if it's anything as humiliating as the US GC launch compo, we'll be in for a real 'treat'.



△ The battle sequence looked like real-time action.



△ Notice the similarity with the *FFXI* character below.



△ Expect plenty of those sparkly neon magic effects.



# SEMI-FINAL FANTASY

Fantasy becomes reality as Square finally release details and intriguing new footage of their highly anticipated RPG...

**W**e've been waiting on concrete *Final Fantasy* details for some time now, and while this latest news doesn't exactly make us any wiser as far as the specifics of the game are concerned, there are some recent developments which prove interesting.

Square announced early this month that their forthcoming RPG for Gamecube would be entitled *Final Fantasy: Crystal Chronicle* and will have a more 'fantastical' theme than the quasi-techno atmosphere of previous instalments such as *FFVII* and *VIII* – think along the lines of *FFIX*. Most interesting of all, however, is the confirmation that *FFCC* will not

only utilise the GBA link-up, but it will be an integral part of the adventure. The Gamecube will be used to run the actual game while the GBA will present the player data and stats. Even more pleasing to hear is the fact that the game will take multiple GBA connections that allow players to use the GBA to heal themselves as well as swap items.

### REAL-TIME ROLICKING

Other than that, the only thing we've had to go on is some (rather grainy) in-game footage, showing characters fighting it out in what looks like a tavern. From the footage, it looks as though the battles are in real-time but, naturally, it's impossible to know for certain and such

a battle system would be a *massive* departure from the *Final Fantasy* we're used to. Still, recent comments from old man Yamauchi – who doesn't seem to want to pack up and go home yet – seem to suggest that Square *will* be taking the series in a bold new direction. "The *Final Fantasy* title being developed for Gamecube and GBA" he says, "must differentiate itself from the rest of the series. It shouldn't be the same as its predecessors." Or there will, presumably, be consequences. Square might be okay, though, as Yamauchi added that *FFCC* will be a "new brand of *Final Fantasy*". We'll get much more news for you soon. **GE**

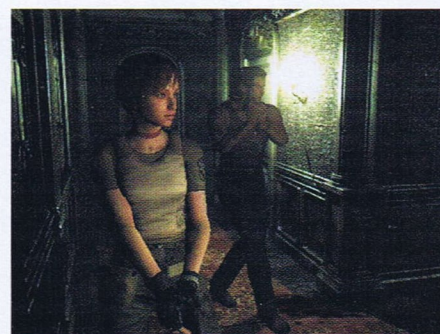
# EVIL GETS AN UPGRADE

Details of a sinister new character emerge from Japan...

**T**his is the first we've seen of him, but apparently he's to play a pivotal role in Capcom's latest instalment to their survival horror. The so-far-unnamed character, dressed in white and with a pendant around his neck seems to have a rather calm and priestly air about him, yet the fact that the opening scenes that show him have quick cuts of T-Virus infested leeches in the footage suggest that he's a not only a nasty piece of work, but has some kind of bizarre relationship with the creatures. Considering the game's

placing in the *Resi* series, we'd wager that he has something to do with the origins of the Umbrella Corporation.

Whitey – as we like to call him – isn't the only new revelation from *Zero* this month either – a new enemy was also revealed called 'Hill', a slimy creature that hatches from an egg and pursues the game's heroes at high speed. Again, this creature-thing seems to have some kind of relationship with the strange leeches at the beginning of the game. When we get hold of the demo of *Zero* currently doing the rounds in Japan, we'll fill you in on the details. **GE**



△ It's not known how Whitey'll fit into the story.



### HAND-HELD FANTASY

In addition to the GC *Final Fantasy* (that will also link up with GBA)

Square have announced they'll be bringing *Final Fantasy III* to GBA as well as a whole new *Final*

Fantasy-branded game featuring the cute Chocobos – the friendly creatures from the FF universe.

### BLOOD OMEN 2 CONFIRMED

Eidos have furthered their support for Gamecube by announcing *Blood*

*Omen 2*. It'll be developed by, er, Gex coders Crystal Dynamics and is arriving in time for Christmas.



# WE ASK: WHY ARE GAMECUBES CRASHING? AND WHO IS TAKING RESPONSIBILITY FOR IT?

**Y**ou've unwrapped your spanking new Gamecube. You've a handful of top titles and have surrendered yourself to a daylight-free ten-hour gaming session – and then the unthinkable happens. Halfway through tripping up your third AT-AT in the Battle

of Hoth, your Gamecube locks up and emanates the sound of a toat being forced through a cheese grater. Hardly the most pleasant of experiences for owners of a new console. Ever since Mark Gray's letter in **NGC**/70, we've been inundated with

emails about crashing Gamecubes. It seems you've had your Gamecube's crash on you at the most inopportune moments imaginable, and while it's nothing that can't be solved with a quick turn-off-and-back-on-again, the sheer volume of comment – and the frustration of watching hours of work

that they had absolutely zero reports of faulty units and had certainly not received any feedback from customers about it – strange, considering that we've heard from literally hundreds of Cube owners. Finally, we contacted Nintendo themselves for any possible insights and the reply was... well, not particularly helpful. Here it is in all its unedited glory: "Nintendo have not received any reports or complaints regarding any problems with Nintendo Gamecubes. Should Gamecube owners incur any problems with their console or require any advice we recommend they contact their local customer services (UK Tel: 02380 623200)." As an interesting footnote, they added: "As always, Nintendo recommends the use of official Gamecube accessories, such as controllers and memory cards, in order to ensure the best performance from their console." Top bit of marketing, that.

We thought the problem could be restricted to modded import Cubes (explaining why Nintendo Europe hadn't heard anything), but after further investigation we found it was spread pretty much evenly between modded import Cubes and PAL machines.

## ROGUE LEAD

The only positive lead we had was the realisation that, almost without fail, every report we received stated that *Rogue Leader* and *Monkey Ball* were the prime crashing candidates. Again, we contacted the relevant people (in this case, Activision, who publish *Rogue Leader*) – they had this to say: "We are aware that some consumers have had problems with *Rogue Leader* crashing on certain Gamecubes. To date, we have been unable to find a specific combination of circumstances that makes this happen. Until we know exactly what is going on, we can only advise users to check the disc for scratches or dirt, or, if this doesn't resolve the problem, to try the disc in a friend's machine – and if it continues to crash, to return the disc to the retailer."

The simple fact is that this shouldn't be happening, but it is – and no one seems to know why, or seems prepared to – understandably – accept responsibility. There are loads of reasons why machines lock up. The CPU overheating; bugs in the software; faulty connections or problems with the laser reading the disc – but so far we've yet to encounter one that's forced anyone to have their GC repaired or replaced. If you beg to differ, let us know.

## ALMOST WITHOUT FAIL, EVERY EMAIL AND LETTER WE RECEIVED STATED ROGUE LEADER WAS THE PRIME CRASHING CANDIDATE...

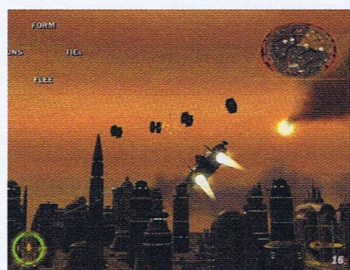
of Hoth, your Gamecube locks up and emanates the sound of a toat being forced through a cheese grater. Hardly the most pleasant of experiences for owners of a new console.

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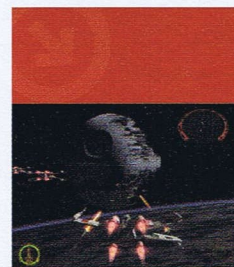
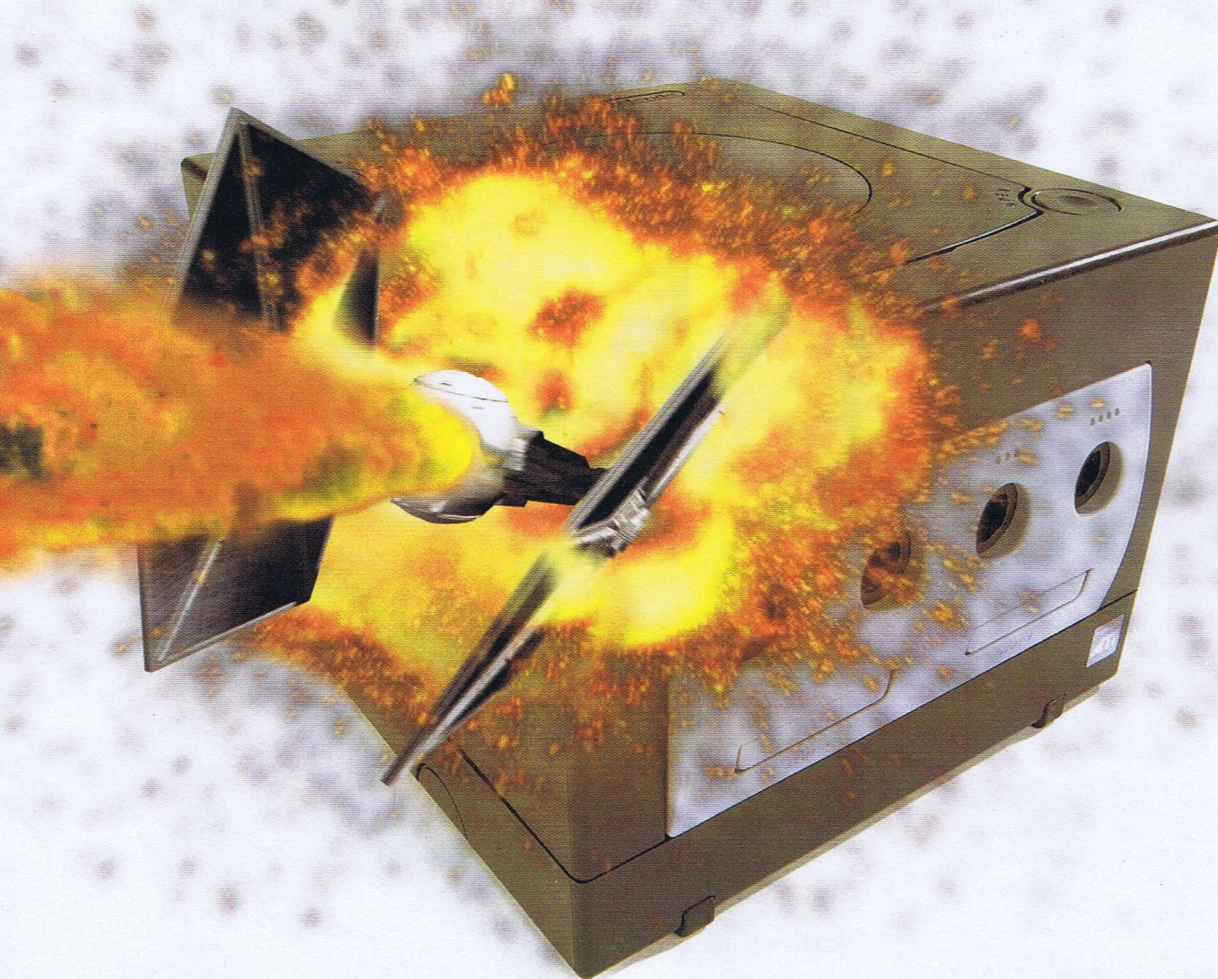
fizzle away – has spurred us into investigating the issue further.

## CUSTOMER SERVICE

So what's the full extent of the problem then? We contacted both Virgin and Game on the matter and they all stated



△ If you've bought *Rogue Leader*, then there's a chance your GC will've crashed.



## PREVENTATIVE MEASURES

Make sure your GC discs are clean and free of scratches, so put 'em back in their box when they're done rather than leaving them swimming in an inch of filthy shag-pile carpet. Furthermore, make sure the sides of your Cube (where the vents are) have plenty of space to breathe, as overheating of the GC's insides could cause games to lock up. Lastly, if you're going to leave your GC on for 36 hours then again, there's every chance it will crash the console – so try not to leave it running if you're not playing. If problems persist (and we've yet to see any *major* problems with the Gamecube) then contact Nintendo's customer service department on 02380 623200 and they should be more than happy to put you right.

### DIE HARD DELAY?

According to reports, *Die Hard Vendetta*, the McClane game coming

from Brit developers Bits could be set for a delay into next year. The first-person shooter was

originally scheduled for release in time for Christmas. Now it only has *Metroid* to contend with. Oh,

### BROKEN THREEQUEL

*Broken Sword*, the critically acclaimed PlayStation adventure,

is coming to Gamecube next year. Or, at least, the threequel is. Details are thin on the ground, but

if it's anywhere as good as the first two, we'll be in for a real old treat. More on this soon.

**OUR PROMISE**  
Our reviewers are the most talented and knowledgeable Nintendo fans in the business. We don't only play games at work – we play them at home too, just like you. We ensure that we've played games through to the end so that we can give you a proper verdict – and one that saves you from wasting money.

**IN REVIEWS THIS MONTH**

**AGGRESSIVE INLINE**  
EXTREME SPORTS  
GAME REVIEWED! **P52**

**BARBARIAN**  
PICK UP TREES AND  
SMASH PEOPLE'S  
FACES IN. NICE. **P66**

**HITS!**  
DIRECT HIT  
BULLSEYE!

**P72** TOP GUN  
**P67** EGGO MANIA  
**P74** TAZ WANTED  
**P76** BEACH SPIKERS  
**P78** CASTLEVANIA:  
HARMONY OF  
DISSONANCE

**WHAT IS PAL?**

PAL is the UK's broadcasting standard. When you buy a Cube here it will be PAL. When you buy a Cube in the US or Japan it'll be NTSC – a different broadcasting standard, and the reason the two don't mix. Import games are NTSC games.

# NGC THE VERDICT YOU DESERVE REVIEWS



## WWE X8

**Lay the smackdown!** We get our hands on the UK version of *Wrestlemania X8* in the ONLY official review. Will it make the grade or will it just lie down and – you know – 'take' 'it'? **P44**





"WWE lets you find out who the toughest contender *really* is"

## FATAL FOUR-WAY

We've upped the stakes here by fighting three opponents at once. But, you know, that's us. Tactical play will pay here, so batter the two stronger guys and then pick on the weakest to go for the pin.

## HAVE A SEAT

All the usual hardcore weapons such as chairs, trashcans, and mysterious sheets of metal are available to crack your opponent's face in two.

## HARD CELL

Bust out of this cage and you can climb all the way to the top for some high-flying action. It's at times like this The Undertaker is glad he ain't in the ring with Foley!

## OI, REF!

The man in the middle is just as susceptible to your elbow as the next guy. Why not floor him and then pull some of your nasty moves while the law can't touch you? That said, if you clatter him too much, you'll end up getting yourself disqualified.

## TURNBUCKLE

Just like in the real thing, some of your most explosive moves are pulled by getting some air from the corners. Time your leap right and you can take out multiple opponents with a single simple manoeuvre.



# WWE X8

It's one of the most awaited games of the year – and we've got the exclusive UK review! So... introducing a game that's more real than the real thing. Well, almost. It's time to – yep – lay the smackdown...

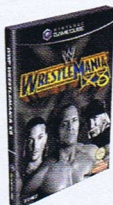
## INFO BURST

DEVELOPER	YUKES
PUBLISHER	THQ
PLAYERS	1-4
MEMORY CARD PAGES	12
RUMBLE FUNCTION	YES
GBA LINK-UP	NO
DISCS	1
ONLINE PLAY	NO

## WHEN'S IT OUT?

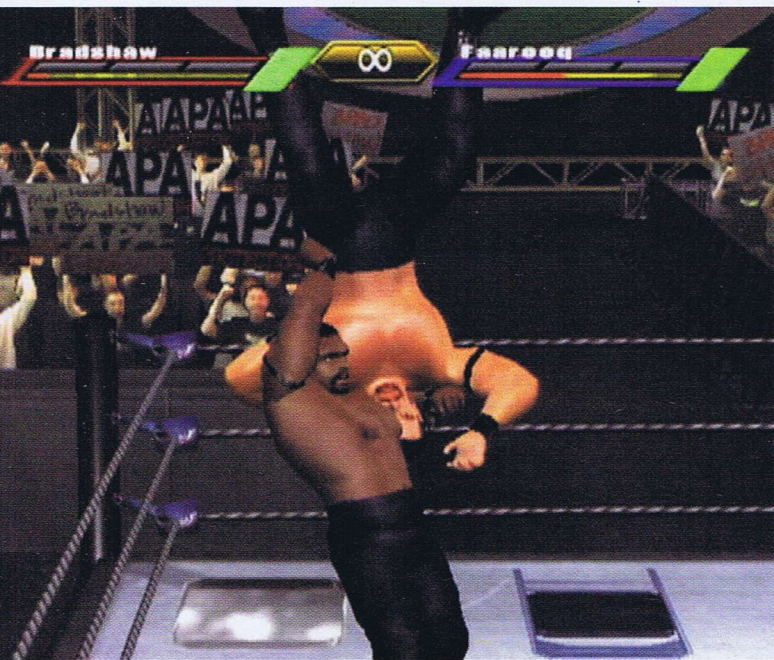
US gamers are already hammering at this. We get it in October.

COST: £40

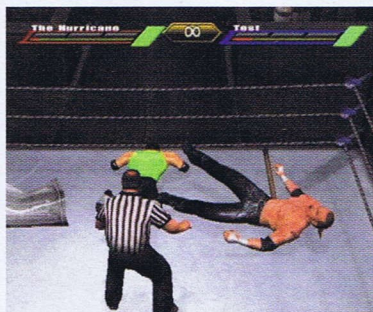


# WWE WRESTLEMANIA X8

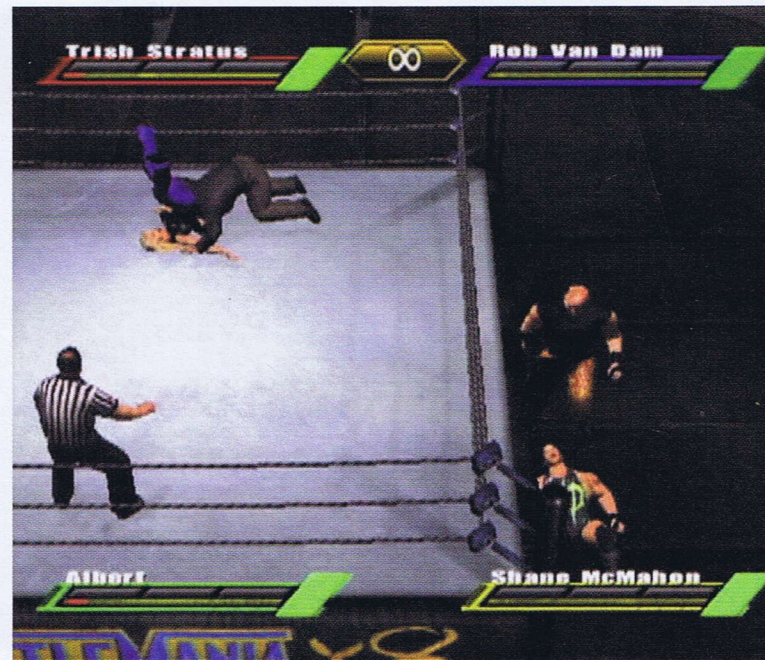
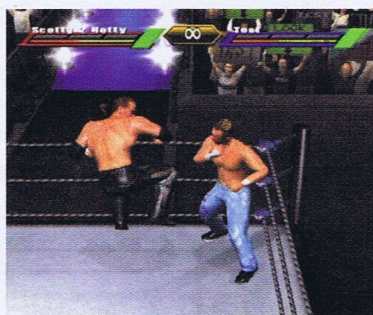
Superstar rasslin' in Gamecube's premier grappling game



△ Farooq winds his body to pull a devastating suplex. Poor old Bradshaw better watch out for those ropes over there. Ooooh, that could be a nasty one.



△ Test prepares to ram his foot into his victim's throat. That's going to need stitches.



△ Some of the best moments in *Wrestlemania X8* are when you get to carry on the fight outside the ring. Here, Trish gets to find out about equal opportunity.

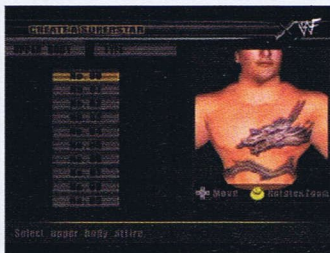
## NOW ENTERING THE RING... THE WEAVERNATOR!

Making your own grappler is a staple of wrestling games these days. But some creations are just uncanny...



### THE FACE

You've got tons of options here, from altering the pigment of your monster's skin to fiddling with facial hair. There's also a terrifying range of grim hairstyles. Finding Tim wasn't hard – just check out that bone structure...



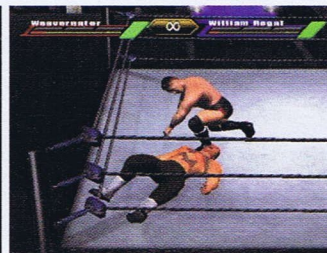
### THE BODY

And what a body! As well as picking the size and shape of your wrestler's frame, you can elongate or fatten every part of their anatomy. We've reflected Tim's physique by choosing a Rock-like body and adding some beef...



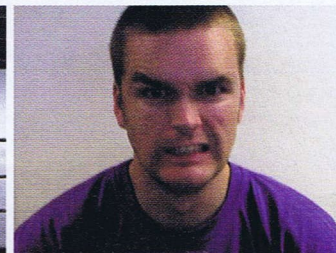
### THE KIT

Once you're done it's time to select from a huge range of clothes, including masks, thongs and leotards. Amazingly, Tim's trademark 'baggy brown pants tucked into white socks' combo is available. As is his dragon tattoo.



### THE FIGHT

Of course, there's no greater thrill for a parent than seeing their offspring fly the nest to fend for themselves. Luckily, you can select your wrestler in Path of a Champion mode. So far, though, The Weavernator is having a torrid time...



### THE REAL DEAL

Here's the real star of international grappling, Tim "Weavernator" Weaver. Notice how he hides his tattoos beneath his preppy clothes and always manages to flick his ponytail out of sight when a camera is being poked in his face...



## GET INTO THE GAME

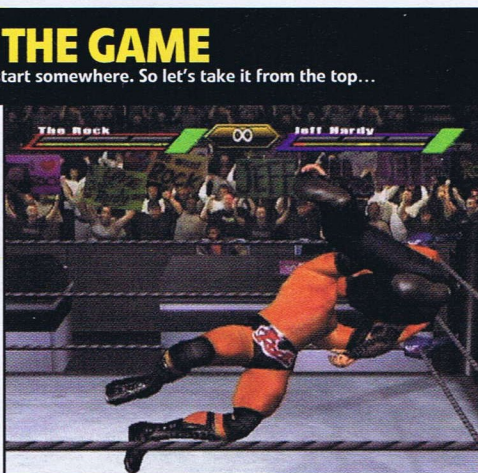
Every superstar has to start somewhere. So let's take it from the top...

### ROCK HARD

To get used to the controls and counter-attack system, you should pick The Rock and jump into the Path of a Champion mode. There's no sense wasting your time with friendly Exhibitions, especially since you'll soon start winning as The Rock, because of his immense power. You should also find his patented People's Elbow finishing move pretty simple.

### DEAD SIMPLE

Another good 'un is The Undertaker – he's simple to get to grips with.



restling is the number one form of sports entertainment. Fact. If you disagree with that statement you might as well stop reading, because *WWE Wrestlemania X8* isn't for lukewarm rasslin' followers. In fact, unlike N64 favourite *WWF No Mercy*, it's only worth buying if you've ever wanted to plant The Rock's smug face through a commentator's table, or copy Mick Foley's famous leaps from the top of the cell. This game is built on such moments.

Better still, while the real world is restricted by storyline and public demand, *WWE X8* on Cube plays the way you want.

The latest wrestling game to power-slam onto the Gamecube, *X8* is developed by Yukes, the folks behind brilliant N64 smash *WWF No Mercy*. They've got all the big things right here too, with four top arenas from the

world of WWE (plus three more to unlock) and 42 WWE superstars in total to play as. More importantly, they've captured that feeling of total elation as you score a pin to take the match, swooping the camera in for your close attacks, and heralding match winners like gladiatorial heroes.

If wrestling just ain't your thing, or, like us, you're fussy about your games as well as your grappling, prepare for bad news: with *X8*, you'll find yourself frustrated at a seemingly rushed title that is very rough around the edges. If you love wrestling so much you shelled out on the import version from the States, hold on to your dosh, because this game is exactly the same – a pity, considering the upheavals that have taken place in the world of wrestling since its US release.

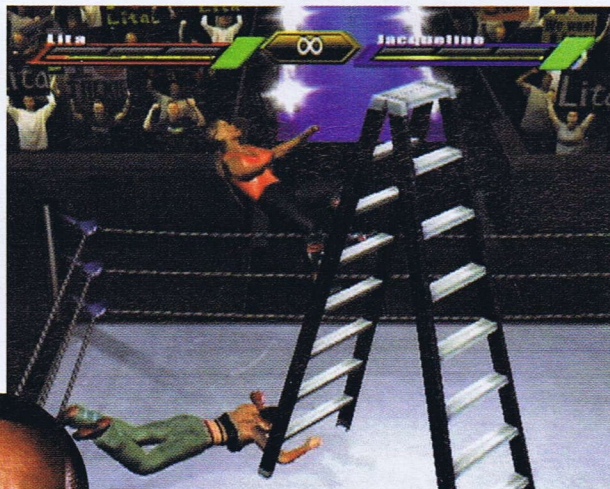
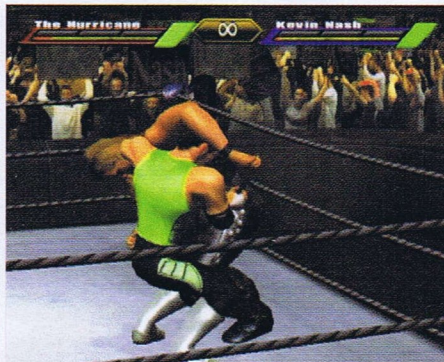
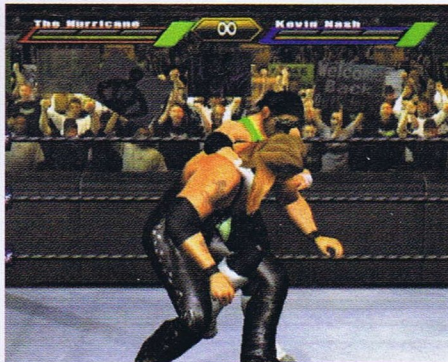
Like PS2 incarnation *Smackdown*,



"There are only six hidden characters and three unlockable arenas"

## FINISH HIM!

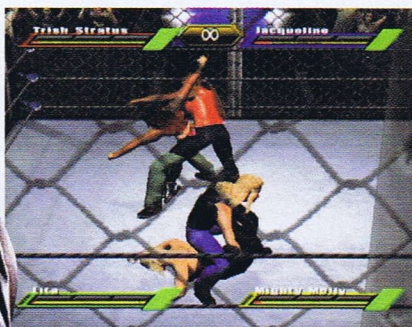
Build up an adrenaline bar by pulling off a series of moves and you'll eventually unlock a special move. You can even store up to three moves, which proves very handy when you're fighting multiple opponents and you need a series of quick KOs. Everyone has their favourite. With all of them, once your opponent is dazed, knee him in the guts, crash his jaw onto your shoulder and then watch him writhe in agony before you pin him for plenty...



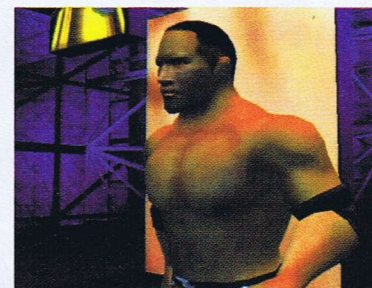
△ Female wrestlers such as Lita may not be as powerful, but their agility is unsurpassed.



△ The Battle Royal pitches a long series of opponents in the ring in quick succession.



△ It's a four-lady face-off as Jacs gives Lita a pasting and Trish does for Molly.



▶ this game is built on counter-attacking techniques. However, *Wrestlemania* is paced a little slower for extra realism, allowing you to time your attacks more carefully. The days of mindlessly mashing a single button are over. It becomes quite a knack timing your attack or deciding when to commit a wrestler, as you leave him open to counters. Get it right, though, and things are rosy: flipping a reversal that shocks your opponent so much you've got a chance for a quick pin-fall is a feeling that's unbeatable. The counter-culture works very well indeed, especially considering defence is not just a case of countering attacks and grapples. You can

also hit both shoulder buttons at the same time to block against signature moves. The suspense when you counter is fantastic, particularly with moves such as the Suplex, where your grappler's starting position mirrors his opponent's. As you each lock-up you'll lift your sworn enemy's feet off the ground and look set to smash him down behind you, only for him to pull back down and quickly hitch you up for the reversal.

It's just like the real thing. One slick manoeuvre that should be countered at all costs is the kick in the crotch – and not just because it leaves your fighter reeling in agony, ready to vomit. Whenever someone – male or female – gets slammed in the sandwich there's a cheesy 'I've just hit a water-pipe with a golf club' clink. Can't a nice 'oof' sample be used, or do the sound effects need to be in keeping with the

cheesy arcade music which plays throughout your battles, making you feel like you're fighting in a shopping mall?

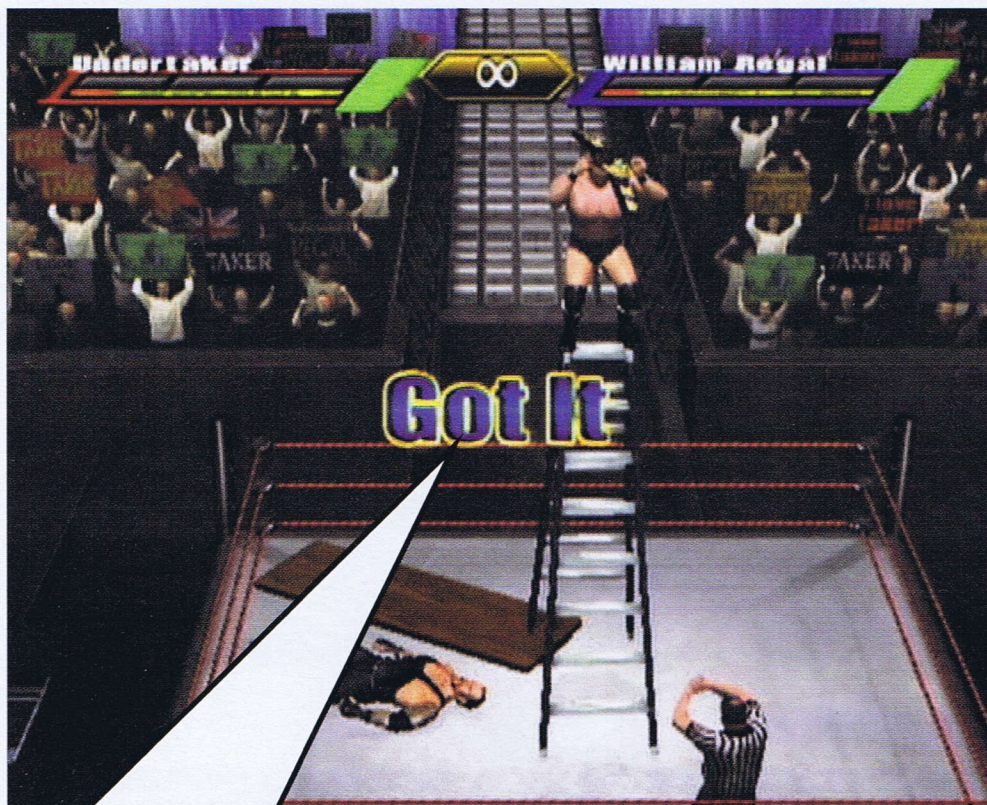
Where *Wrestlemania* differs from its PS2 rival most is in the single-player structure and lifespan. There are only six hidden characters and three unlockable arenas, compared to the scores of hidden characters, backstage locations and other secrets available in *Smackdown*. Perhaps worse still is the lack of any storyline or razzamatazz to punctuate the main Path of a Champion mode, which leaves you feeling a little uninvolved in the proceedings, and gives no sense of the world outside the confines of the ring. It seems pretty obvious the PS2 version was number one priority.

Luckily, there is plenty of variety in the match modes – Hardcore, Cage, Hell in a Cell, Ladder, Table, TLC, and Ironman are all



# WWE WRESTLEMANIA X8

Superstar rasslin' in Gamecube's premier grappling game



## BATTLE FOR THE BELTS

Another mode allows you to take on a series of contenders for a range of championship belts, ranked from Easy to Painful according to how hard they are to win. You can customise your titles to include the UK Championships, for instance, building up to the WWE World Heavyweight Championship. Perhaps the neatest aspect of this feature is the Unification Match, which allows you to put all the belts you've won on the line when you play a friend for all of his belts. Whoever wins gets all the belts, and six months' worth of bragging rights to boot!



present and leg-droppingly correct. Hell in a Cell is especially entertaining, as the cell extends around the entire ring, leaving a gap between the mat and the outer border. That means you can really get rowdy and slam each other into the wire, or better still, you can eventually break down the edge of the cell and climb on top. Once there you can fight on the unforgiving steel and slam your opponent a long, long way down to the floor below – they don't get up from that in a hurry. If they get up at all.

### THAT'S GOTTA HURT

While The Rock is always going to be a joy to manhandle (as is Trish Stratus), and unlocking the best wrestlers on the planet for mentalist combat will always give you a thrill, it's a real pity THQ couldn't have gone that extra yard to make this the fantastic



### BANNERS FROM HEAVEN

One particularly neat touch is that all the banners are relevant to the current match-up in the ring, which is a great boost to the otherwise fairly forgettable atmosphere. There's nothing like seeing your superstar wander down to a standing ovation or laughing in the face of rowd members. Pity you can't edit in your own...

game *Wrestlemania X8* could and should have been. Top thrills such as taking the battle to the outside of the ring are totally ruined as your wrestler bumps into invisible walls and then falls flat on his face. There's none of the backstage or parking-lot action we love to see either, and there's very little everyday furniture with which to mash your friends' faces. Surely this is all part of it?

Sadly, the controls are far from ideal either, with simple instructions such as picking up a weapon requiring a combination (X and A, to be precise), which leaves you wide open to attack as you either accidentally run or grasp the air right next to your target. The roster of moves is also extremely limited, which can give the fights a disturbingly familiar feel at first, as you batter other grapplers with the same moves



## THIS IS HARDCORE

The exhibition grappling modes can get messy...

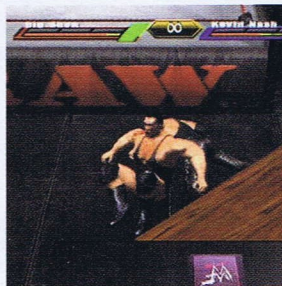
### NORMAL

It might sound a little dull, but there's nothing like a classic grudge match for settling old scores. Forget ladders and trashcans – this is a chance for a pair of world-class athletes to lock up in the presence of a referee, scrap it out for a pin fall, and go home satisfied over a fair match. Just don't expect these guys to shake hands...



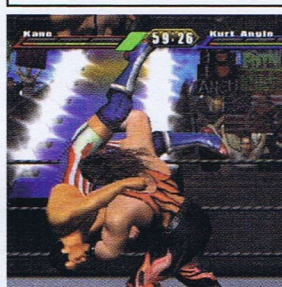
### TABLE MATCH

Many people's favourite, the Table Match is also something of a speciality in WWE Wrestlemania X8, allowing you to set a table up by the turnbuckle so you can ram your opponents through it with an Irish Whip. Victory is only granted when you manage to break the table with your opponent's body. Sweet, sweet Tombstone!



### TLC MATCH

Not the regular kind of TLC, let us tell you. Instead, a bit of a free-for-all – smash rivals through tables, batter their heads with chairs and laugh as they tumble around the arena. The only way to secure victory is by setting up a ladder in the centre of the ring, climbing to the top and timing your leap to catch the belt hanging above.

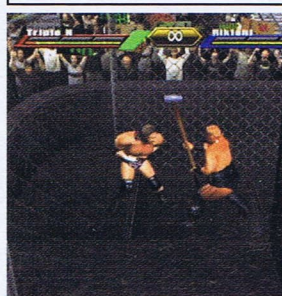
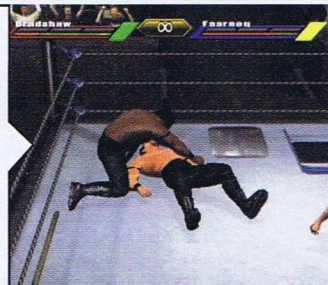


### IRONMAN

Ironman is a real test of skill, as you'll need to pin your opponents, but this match-up will primarily tax your wrestler's stamina as you'll have to score a three-count as many times as you can, within the time limit. Fall behind to a rampant opponent in this mode and you'll find it very difficult to claw your way back to the top.

### HARDCORE

This is where things really take a turn for the worse. As well as your scrawny limbs, the hardcore mode lets you take all manner of weaponry to your helpless opponents. And not even these guys can take much punishment from a three-foot mallet that's being stoved into their head. Somebody call the medics...



### HELL IN A CELL

Take a cage surrounding the ring, add a roof and you've got yourself a cell. Fortunately, the cage spans a few yards outside the ring, allowing you to go to work externally, smashing your opponent's face against the wire mesh. Chuck your rival through the cell wall and you can even clamber on top of the mesh for some major air!

"Things get spooky when your hand gets stuck in your opponent's head"

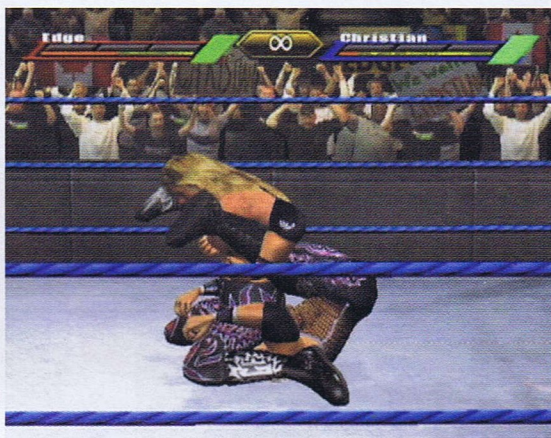
# THE BIG SIX

Every title attracts a certain class of opponent, and victory will unlock a hidden superstar...



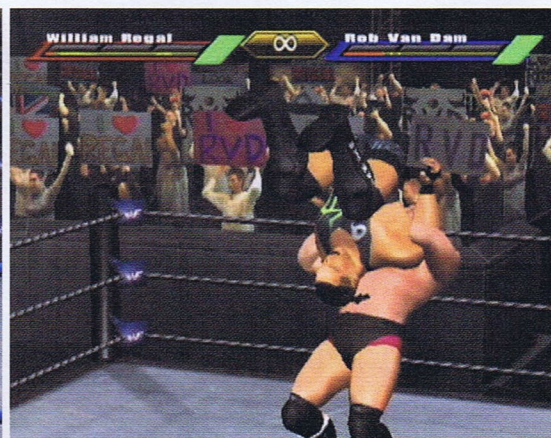
## HEAVYWEIGHT TITLE

The ultimate test, pitting you against the finest wrestlers on the planet. Victory in this, the most prestigious competition in wrestling, unlocks Chris Benoit and will prove a valuable draw when you're trying to battle it out for the undisputed title with your pals.



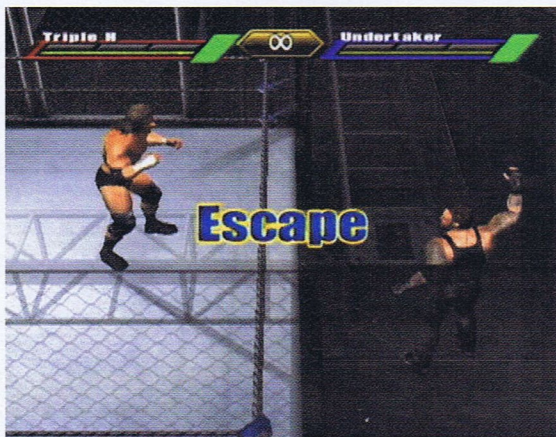
## INTERCONTINENTAL TITLE

Essentially the second-most-glamorous title in WWE, winners are often characterised by great charisma. Many are young and go on to become future Heavyweight champions once they've gained experience. Win this belt to unlock WWE owner Vince McMahon.



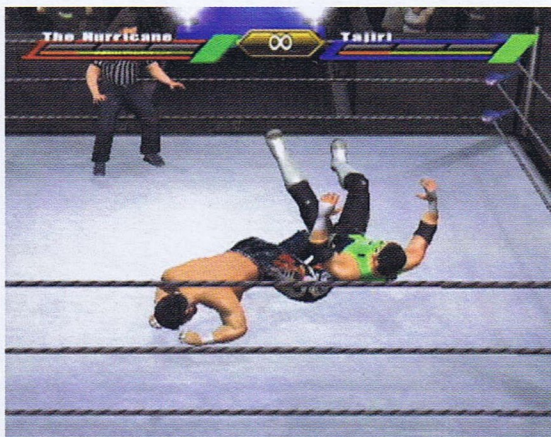
## EUROPEAN TITLE

A fairly recent addition to the roster of belts, the European title reflects the huge number of fans on this side of the Atlantic as well as rewarding the talented competitors hailing from this part of the world. Whooping freak Ric Flair awaits those who snatch the belt.



## HARDCORE TITLE

Definitely not for the faint of heart or weak of cranium, the Hardcore title features anything-goes battles and usually results in the loser being whisked to hospital. Ultimate success with chairs and hammers will unlock Rhino.



## LIGHT HEAVYWEIGHT TITLE

This category is designed largely for high-flyers, those exciting wrestlers nimble and light enough to perform stunning aerial moves. Choose The Hurricane to really get into the spirit of things, although you can challenge with any wrestler. Victory unlocks Raven.



## TAG TEAM TITLE

Obviously this title requires you to team up two superstars and take on the best tag-team outfits around. Have some fun and team up unlikely pairings. Ever fancied seeing Trish Stratus and Kane double-teaming a couple of opponents? Now's your chance...



over and over again, and then come back for more of the same. And the problems don't end there. A few small glitches are outstandingly annoying. For some reason, when you pin your opponents you sometimes start a magical drift along the canvas with them floating towards the ropes, which wouldn't be a problem except that the ref intervenes on sure-fire three-counts because you're encroaching on the edge of the squared circle. *Why the hell is this happening?*

### LOCKED UP

Masterly N64 classic *WWF No Mercy* aside, you're probably used to getting round such niggles, though. And where there's wrestling there's tactics, no matter what the

cynics say. Subtleties such as choosing whether to counter a grabbing attack, such as a submission move, a back-breaker, or a punch/kick can mean the difference

## THE GLITCHES ARE OUTSTANDINGLY ANNOYING - ONE SEES YOU PINNING AN OPPONENT THEN FLOATING AWAY

between ending up flat on your back on the canvas or swiftly dodging a move and pouncing to take your opponent down just a split-second later.

As with all wrestling games, just like when you're cheering on your own superstar of choice, the minutes of

staggering when you've been dazzled can be frustrating. No meter tells you how battered your man is. Instead, it's left to you to desperately mash the A-button in the

hope that you can snap out of your grogginess and land a quick neck-chop. You can actually feign injury, though, lying on the ground without pressing anything. If your superstar is not too badly injured, you can then quickly tap the A-button and leap to your feet, surprising your opponent. This

works particularly well against multiple opponents when the focus isn't entirely on your recuperation.

When you do pounce, you may find the physical interaction as you lock up a little odd, though. On the whole the collision detection between the wrestlers is passable, but we experienced some worrying incidents where one wrestler's knee was rammed through another poor blighter's face. Occasionally, you can leap from the turnbuckle and miss your opponent by a foot, yet he'll still tumble backwards clutching his face like he's been head-butted by a rhino. And things get spooky when your hand is stuck in your opponent's head!

Another major problem is that when your opponent is lying on the floor one series of

# WWE WRESTLEMANIA X8

Superstar rasslin' in Gamecube's premier grappling game

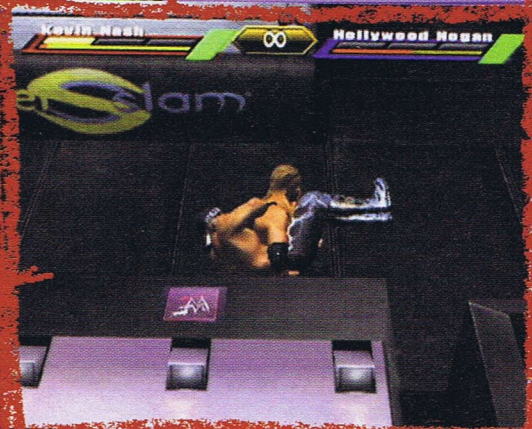
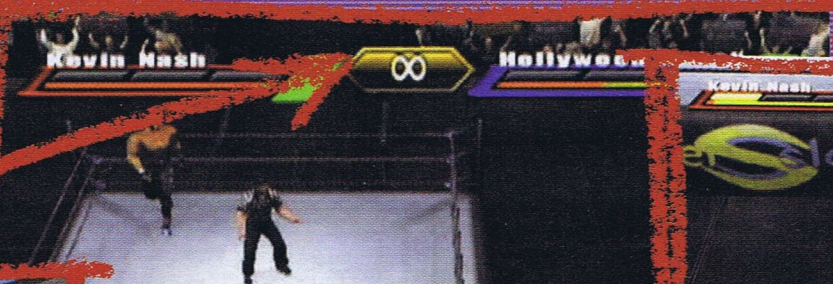
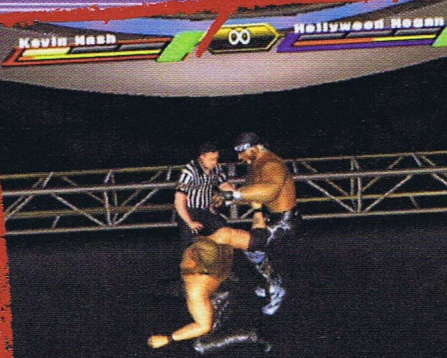


## FIELD OF PLAY

Sadly, you can't open up any backstage arenas, but most of the area you see can play host to the action...

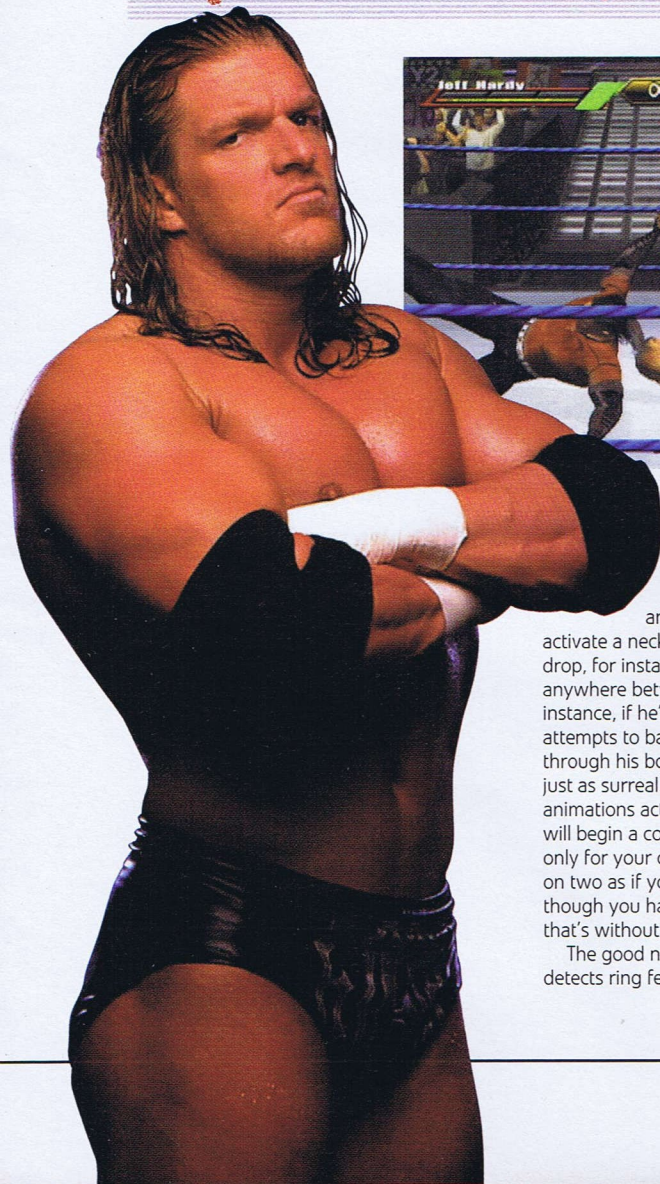
### RAMP IT UP

If you fancy a bit of a wander and want to give the crowd some real value for money, you can leg it out of the ring and head up the entrance ramp. There's not much around to use as a weapon, unless you're playing in the hardcore mode, but that metal flooring doesn't half smart when you land awkwardly on it.



### TABLE MOUNTING

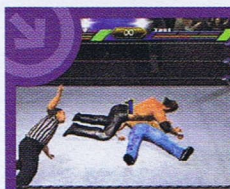
Dive out of the ring and head for the spot where the ring announcers are sometimes seen loitering in 2D. The King might not be present as a punchable character, but you'll certainly be able to make use of his table by planting your opponent square through it with a body slam.



△ Counters snatch victory from the jaws of defeat.

moves comes into play, but if they're standing it's another, so the same button will activate a neck-chop instead of an elbow drop, for instance. If your opponent is anywhere between those two states – for instance, if he's on one knee – your attempts to batter him will simply pass through his body. Other glaring flaws are just as surreal. In many cases there are animations actually missing, so the referee will begin a count when you're being pinned only for your opponent to politely stand up on two as if you've kicked out – even though you haven't budged an inch. And that's without any intervention from the ref.

The good news, however, is the game detects ring features very well indeed, so



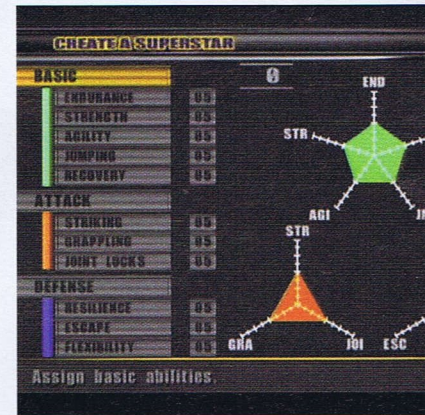
### BRAIN POWER

It's not just a case of battering your opponents into submission. You'll need to carefully plot their downfall, as well as seize opportunities for counter moves. Make sure you select attacks that leave them in the centre of the ring once you've pulled off a big move, then you can move in for the pin. See – really intelligent stuff.

certain normally mundane moves will garrotte your opponent on the ropes. What's more, you can perform some spectacular moves that make full use of your surroundings, such as flipping your opponent into the ring with the always-satisfying suplex.

### THE LOWDOWN

Like every good wrestling plot, however, there is a sweet sting in the tale – *Wrestlemania* is great fun in a group. In fact, it's built for multiplayer play, and not just because the one-player game is pretty darn weak. Playing with one, two, or even three pals, you can push the limited moves to their erm... limits, feigning runs and quickly switching



△ Edit your wrestlers and you'll see the statistical depth underpinning the game.

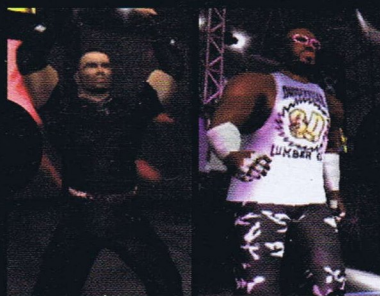
# THE GRUDGE MATCHES

With *WWE Wrestlemania X8* you can live out those real-life rivalries...



## JEFF HARDY V BUBBA RAY DUDLEY

Jeff is undoubtedly the most talented of the Hardy boys, with a string of solo titles to his name as well as his Tag Team honours alongside Matt. The feud with The Dudleys still simmers and Bubba Ray, with his hardcore edge, still hates Jeff. A classic face off.



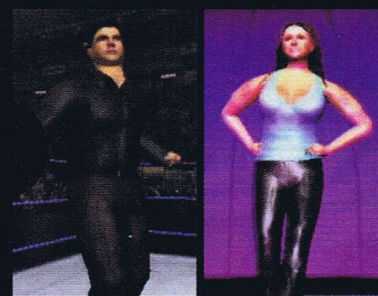
## MATT HARDY V D-VON DUDLEY

Anyone who remembers the manic encounters between these two members of the greatest tag teams of recent years will be itching to hook up another contest between these two nutters. Can't see Matt wanting to get caught up in a table match, though!



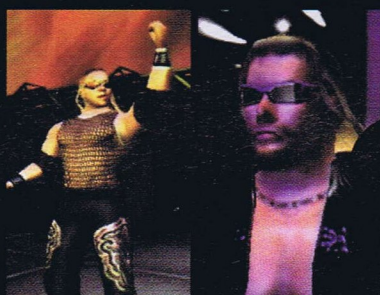
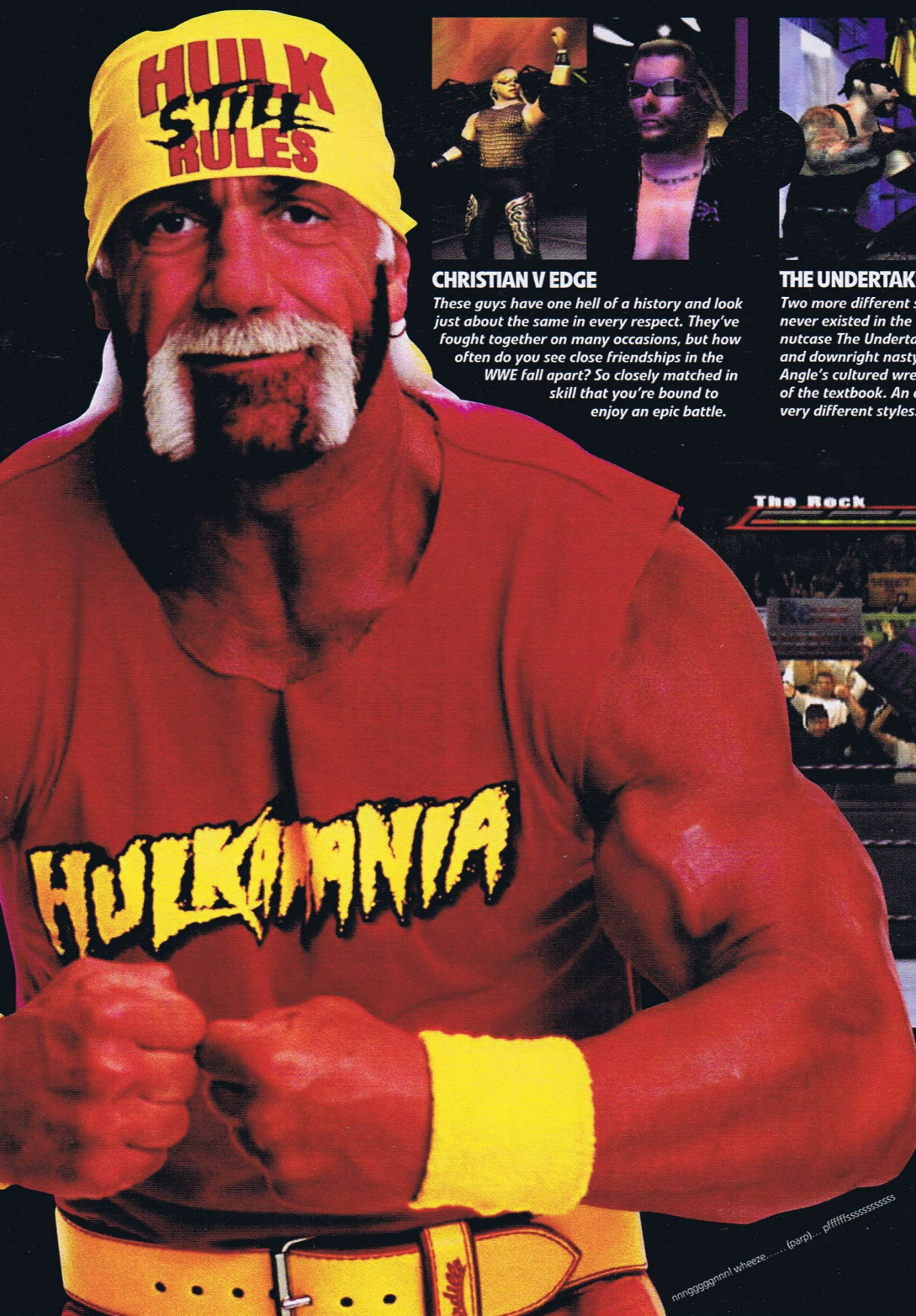
## BOOKER T V BIG SHOW

Booker T has a huge reputation, after lifting a ton of WCW championships before the formation of the WWE. Use his lethal kicking techniques to floor Big Show, one of the largest wrestlers in history. Better aim for the nads, though – this guy is reputedly 7'2" tall!



## SHANE MCMAHON V STEPHANIE MCMAHON

Sibling rivalry is usually a tiff over who gets to sit in the front of the car. Not in the WWE it isn't! Vince McMahon's offspring have been the best of enemies and buddies, but put them in the ring and they fight like pitbulls!



## CHRISTIAN V EDGE

These guys have one hell of a history and look just about the same in every respect. They've fought together on many occasions, but how often do you see close friendships in the WWE fall apart? So closely matched in skill that you're bound to enjoy an epic battle.



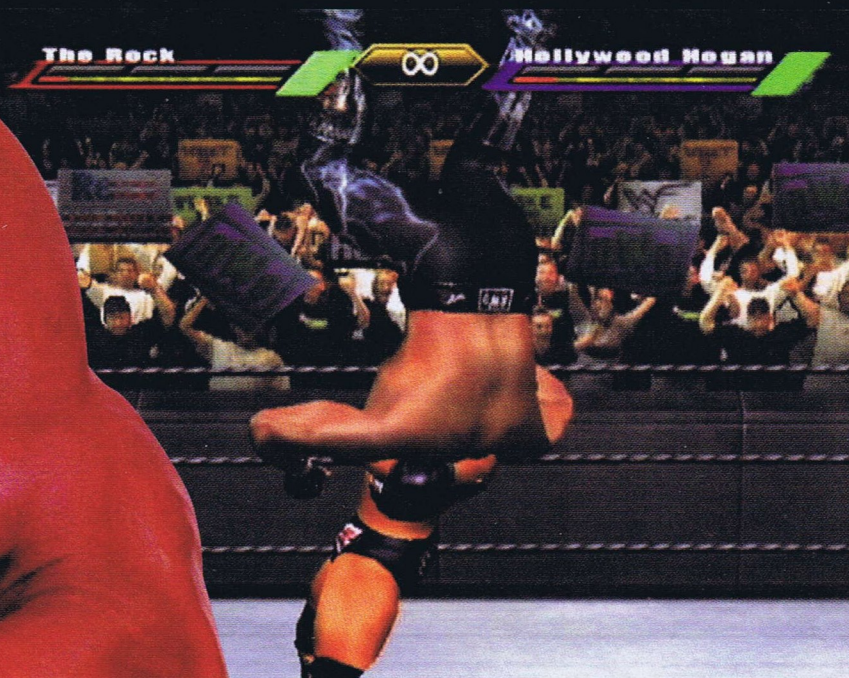
## THE UNDERTAKER V KURT ANGLE

Two more different superstars have probably never existed in the world of WWE. Hardcore nutcase The Undertaker performs devastating and downright nasty moves, whereas Kurt Angle's cultured wrestling style is straight out of the textbook. An even match-up of two very different styles.



## THE ROCK V TRIPLE H

He just can't keep on the right side of people, can he? The Rock and Triple H are two of the biggest names from the world of wrestling over the last few years. This is one of the biggest match-ups you could imagine and it will test your skills to the full as you compete with either wrestler.



## THE ROCK V HOLLYWOOD HOGAN

Two of the biggest icons ever to grace the WWE ring, The Rock has ruled the roost for a few years now, but Hogan is a contender with great pedigree, whose battles with The Undertaker and Ric Flair in the 1980s and early 1990s have earned him worldwide fame. This clash of the titans is a must-see match-up.

nnngggggnnnn! wheeee ..... (oarp) ... pfffffssssssssss



"The levels are vast, with bonus sections almost as big as the main areas"

### JUICE METER

Keep your juice topped up by performing tricks. If you just stand around admiring the level, it drains away at double speed.



### SKATERS

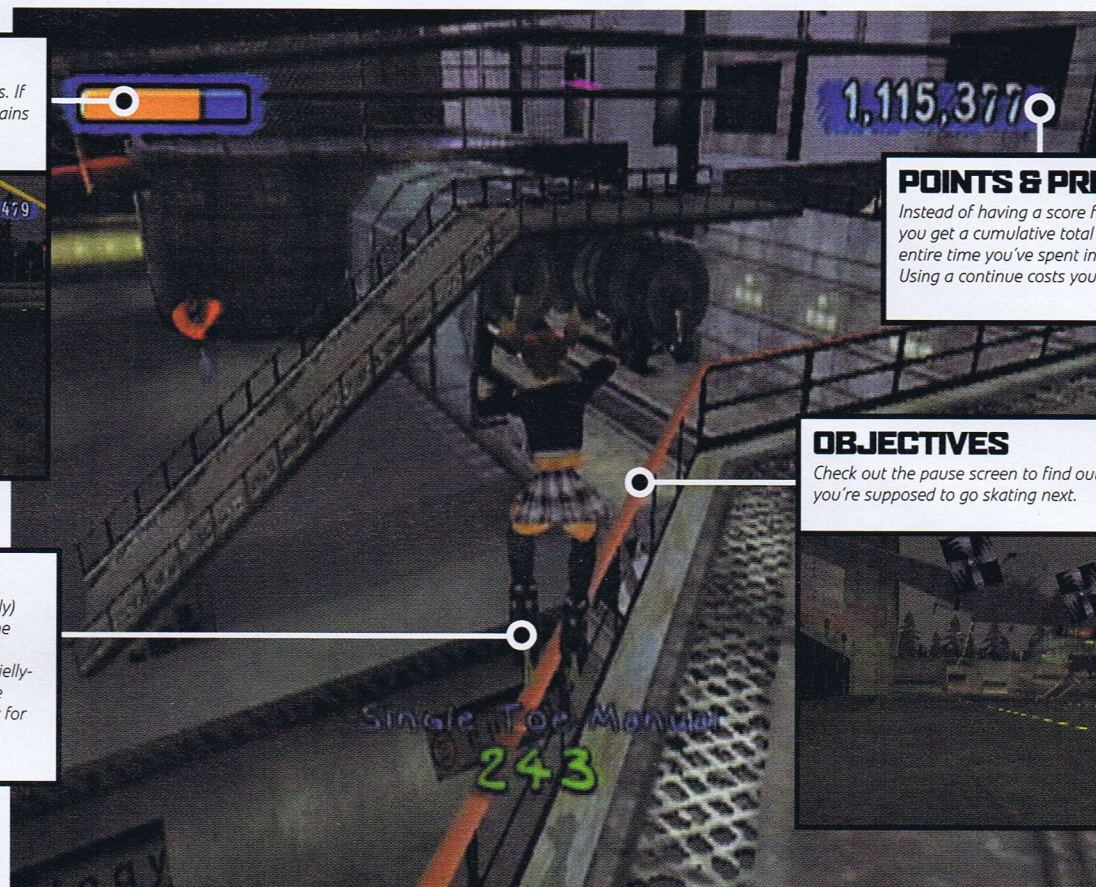
Some are (apparently) real-life heroes of the inline skating world. Others, such as the jelly-chested Chrissie, are made up specifically for the game.

### POINTS & PRIZES

Instead of having a score for each run, you get a cumulative total for the entire time you've spent in a level. Using a continue costs you loads.

### OBJECTIVES

Check out the pause screen to find out where you're supposed to go skating next.



# AGGRESSIVE INLINE

Tricksports with attitude or just *Pro Skater* without boards or that rich, bald guy?

### INFO BURST

DEVELOPER	Z-AXIS
PUBLISHER	ACCLAIM
PLAYERS	1/2
MEMORY CARD PAGES	57
RUMBLE FUNCTION	YES
GBA LINK-UP	NO
DISCS	1
ONLINE PLAY	NO

### WHEN'S IT OUT?

Should be available everywhere, right about now...

**COST: £40**



### GET INTO THE GAME

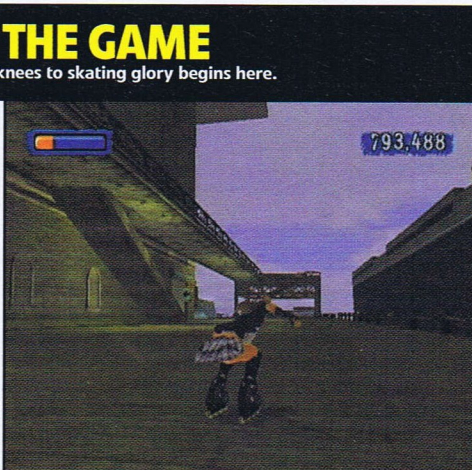
Your path from grazed knees to skating glory begins here.

### CAREER MODE

Like most other games of its type, *Aggressive Inline* has a Career mode that means you can only play the later levels with characters that have completed all the earlier ones. Use the training level to find out which character you like the look of (for maximum entertainment value, we recommend choosing Chrissie).

### CONTROLS

You can select controller setups to match the button layout of *Tony Hawk's 3* or *Dave Mirra 2*, depending on which one you're used to.



Think 'extreme sports' and the first (or only) name that comes to mind is likely to be Tony 'I'm a man, not a game' Hawk. Countless other titles

have copied Neversoft's original formula, with varying degrees of success, but none have really come close to matching the skateboarding pensioner's unrivalled and seemingly unlimited freedom of gameplay.

At least, until now. *Aggressive Inline* attempts to out-Hawk the Hawkster by packing its massive levels with an incredible amount of stuff to do, and a simple, flexible trick system means that you don't have to remember anything like as many button combinations, and have just as many moves available as in the *Hawk* games.

Apart from a couple of new tricks (you can vault over low obstacles and swing

# AGGRESSIVE INLINE

Acclaim take on The 'Tone with more wheel-based street-sport lunacy



△ Flip tricks are activated by pressing B and doing a quick movement on the joystick or D-pad. To link them to anything else you need to master manuals.



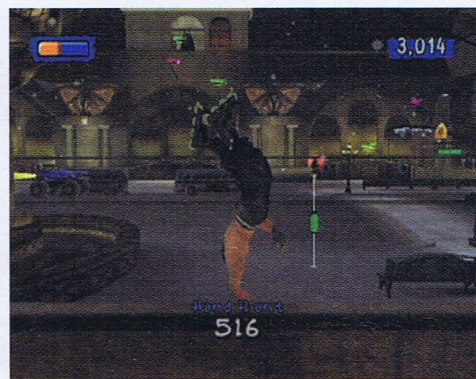
△ Like that 'other' game, every edge and surface can be used for trickery.



△ This one's called the Constipation Strainer grind, otherwise known as Popping a Squat. (Nice, Kittsy - Ed).



△ The more you use a particular skill, the better your skater will become at doing it. It's just like real life.



△ Balancing on your hands is done in the same way as balancing grinds and manuals, so it's as simple as can be.



△ Get a specific number of points in a short time and you'll complete a level objective.

## THE GAME HAS AN INSTANT PICK-UP-AND-PLAY QUALITY THAT DOESN'T EVER SACRIFICE SUBTLETY OR SKILL

around poles), the standard moves are very similar to the *Tony Hawk* set. You can do all the usual jumps, flips, handplants and so on, but they're much easier to link into a fluid combination spanning multiple obstacles.

It's largely because the skaters are far more stable than they are in *Tony Hawk's*. Even before you've upgraded their abilities in the Career mode, you won't have a great deal of trouble balancing a grind from one side of a level to the other. When jumping from rail to rail, the skaters don't even have to be positioned exactly in order to 'lock on'.

*Aggressive Inline* is much more accessible to newcomers than any of the *Tony Hawk*

sequels, and it achieves an instant pick-up-and-play quality without sacrificing too much of its subtlety or skill factor. The eight levels are vast, including locked bonus sections that can be almost as big as the main areas. They extend vertically too, with layer upon layer of platforms and pipes to climb, and plenty of interactive objects. You also have to talk to certain characters to get new objectives, forcing you to explore right to the upper and outer limits.

### GREAT SKATE!

It's way too big for the usual two-minute time limit, so instead *Aggressive Inline* gives



### CHEAP TRICK

After spending a few hours struggling to build trick combos of over 100,000 points, we found that simply hammering the Y-button during a grind fools the game into thinking you're pulling a ridiculous number of tricks, awarding unlimited combo scores and spoiling all the points-based challenges. You barely even have to be moving to exploit this glitch!

you an effectively unlimited amount of time for completing the objectives. You could conceivably finish an entire level in a single run, although with 20-plus objectives in each one, it'll take a while.

To keep the action flowing, a juice meter gradually drains away as you skate, losing a larger chunk every time you wipe out. If it dries up completely then you have to spend some of your points to continue, otherwise the game ends. You need to keep pulling tricks to top up your juice supply, and when it hits maximum, flames trail from your skates, your top speed is boosted, and you have access to some special moves.

The more you use specific types of move, the quicker you build up the stats of your chosen character. For example, sliding





SEPTEMBER  
ISSUE **NOW**  
ON SALE!



**FREE! MBUK**  
**ALLEN**  
**KEY**



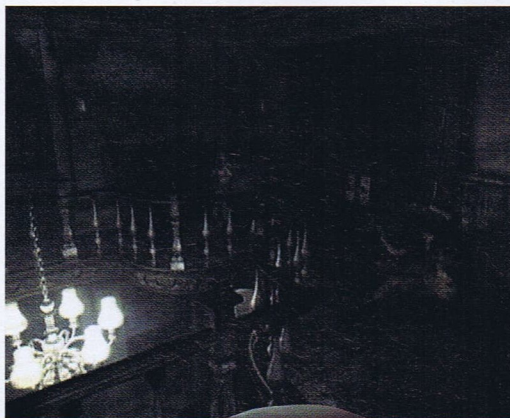
DOWNHILL • CROSS-COUNTRY • TRIALS • FREERIDE

**FREE!**

**SPECIALIZED**

SEPTEMBER  
ISSUE **NOW**  
ON SALE!

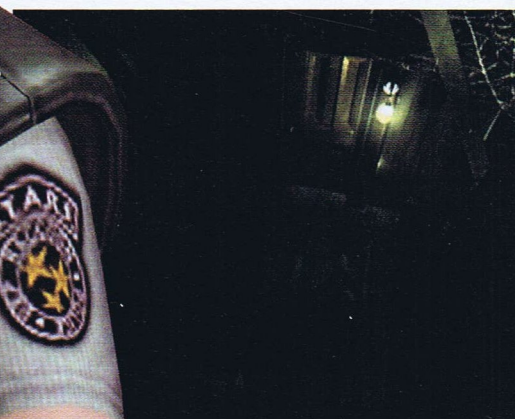
"Resi is utterly primal: never has the Old Dark House been more terrifying"



△ The exterior locations are utterly stunning. Bee-yoo-tiful!



△ Be careful of hungry zombies when exploring new areas.



△ You can avoid this tentacled beastie...



△ Undead dogs have a habit of ambushing you here.

# RESIDENT EVIL

Welcome back to the house of the dead...

## ENVIRONMENT

Stunningly rendered, the creepy mansion you're exploring is astoundingly detailed, from mouldering bathrooms to grand dining halls to dank exteriors. It's magnificently atmospheric.

## CHARACTERS

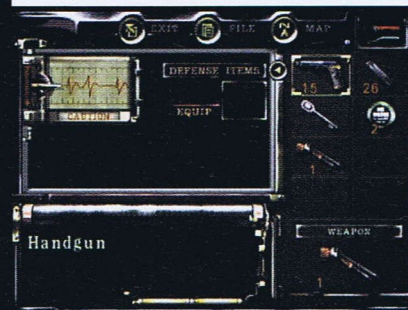
There are two characters in Resident Evil – Chris Redfield and Jill Valentine. You can play as either one, and each takes a different route through the mansion, with different difficulties.

## ITEMS

While you can hold a number of things, you'll also need to store items and equipment in the giant trunks you'll find in the Save rooms. Managing your inventory is important in Resi.

## MONSTERS

The mansion is home to a veritable host of evil beasts. Most numerous are, of course, the zombies, but you'll also find giant snakes, plant monsters, spiders and even undead sharks. Erk.



# RESIDENT EVIL

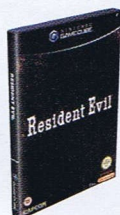
**Zombie horror!** Lock the doors, dim the lights, and settle in for the night – this isn't going to be pleasant...

## INFO BURST

**DEVELOPER** CAPCOM  
**PUBLISHER** CAPCOM  
**PLAYERS** 1  
**MEMORY CARD PAGES** 8  
**RUMBLE FUNCTION** YES  
**GBA LINK-UP** NO  
**DISCS** TWO  
**ONLINE PLAY** NO

**WHEN'S IT OUT?**  
Spooky September for the UK. Wooh!

**COST:**  
£40



## GET INTO THE GAME

Plunge headfirst into a world of horror...

### RESIDENT EASY

If you want to ease yourself gently into the terrifying world of Resident Evil, then you really don't want to play as Chris Redfield – start as Jill Valentine instead. Her quest is significantly easier, especially given that she has more inventory space than Chris, and can hold two more objects, meaning much less item-swap frustration. Also, choose the easier difficulty setting. Don't worry – the zombies will still be horribly hard to kill, but they won't be horribly, horribly hard. Which is good.



At times, playing this game makes you feel like a child again, wide-eyed and terrified. When *Resident Evil* is at its purest, when it forgets the puzzles and backtracking and simply tries to scare you, when it hits the knife-edge of tension that draws time out like a razor, it's like being ten years old and hiding under the covers from the shape you saw in the corner of the room. It's utterly primal; never has the archetypal Old Dark House been a more terrifying entity, a twisted Aladdin's cave where each dark doorway leads to something dreadful, something so awful that you've just got to see it.

Like the best Horror literature, *Resident Evil* is capable of pushing the right buttons, the ones in the hind-brain that make you run up

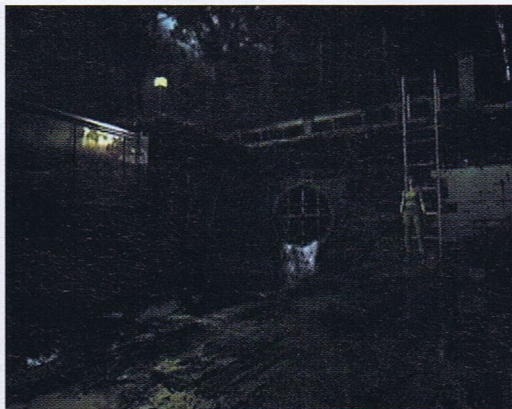


**QUICK TIP!** You can tell if you've really 'killed' a zombie because a pool of blood will spread beneath them if they're really 'dead'.

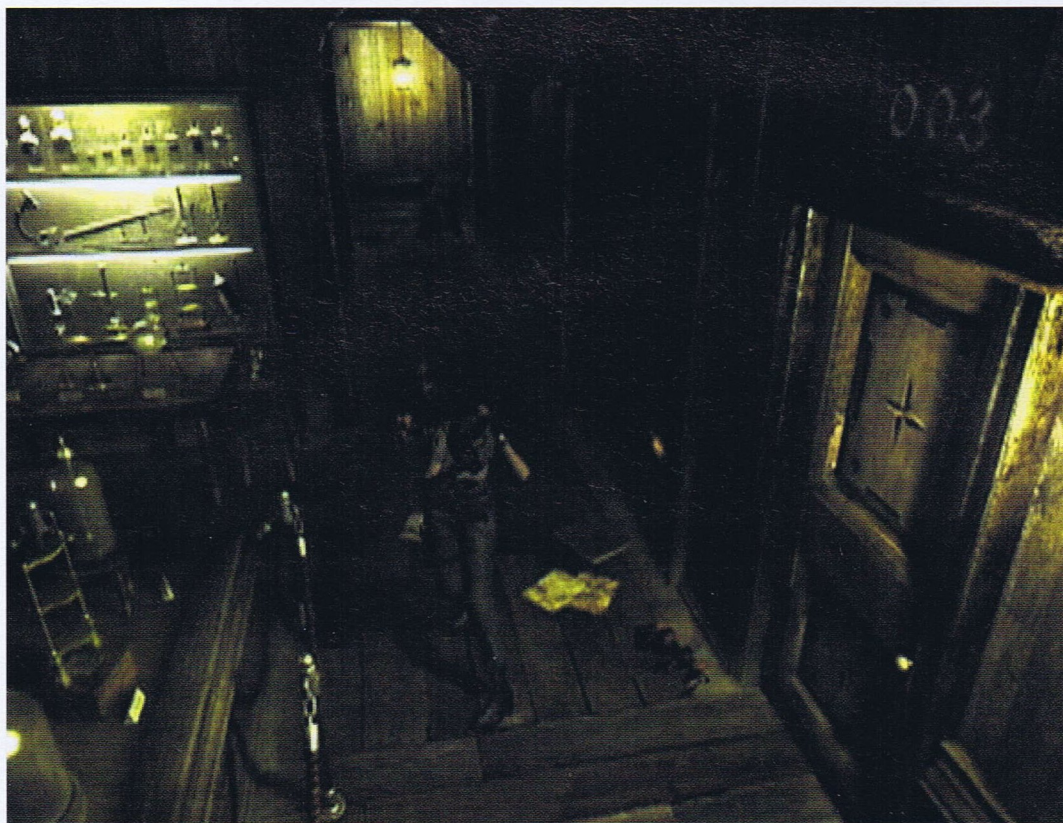
"When it works, *Resident Evil* is incredible. Truly terrifying"



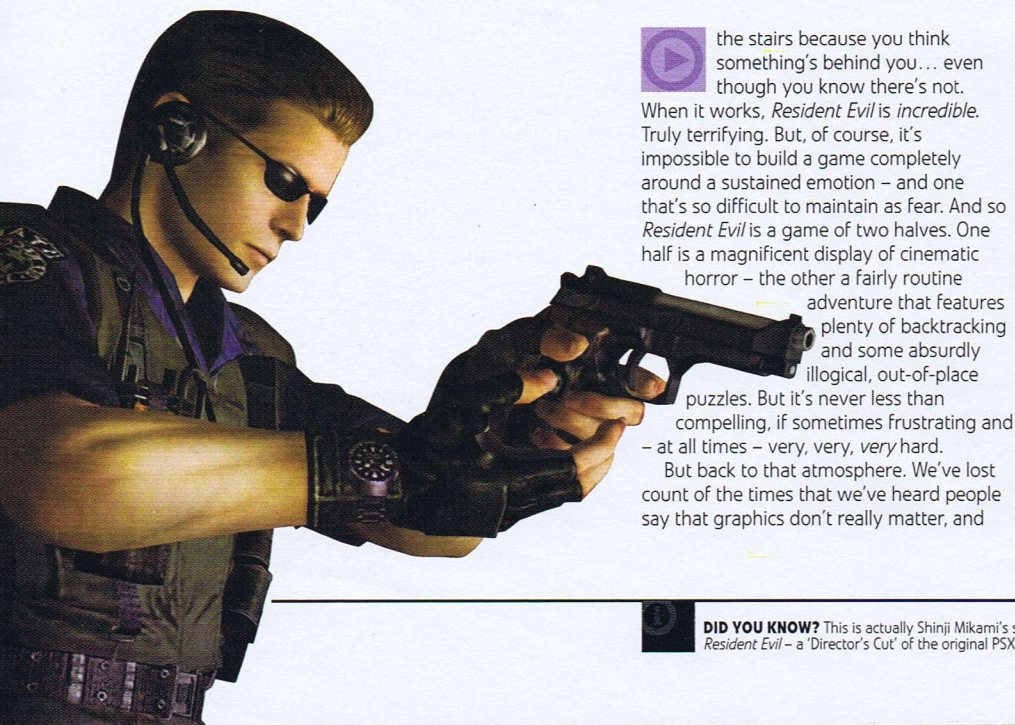
△ The water effects make you feel like you're really there.



△ This area was previously flooded – you'll need a crank.



△ Mutant undead bees don't sound scary, but they're utterly deadly. Luckily, you can find some insect repellent to knock 'em.



the stairs because you think something's behind you... even though you know there's not. When it works, *Resident Evil* is incredible. Truly terrifying. But, of course, it's impossible to build a game completely around a sustained emotion – and one that's so difficult to maintain as fear. And so *Resident Evil* is a game of two halves. One half is a magnificent display of cinematic horror – the other a fairly routine adventure that features plenty of backtracking and some absurdly illogical, out-of-place puzzles. But it's never less than compelling, if sometimes frustrating and – at all times – very, very, very hard. But back to that atmosphere. We've lost count of the times that we've heard people say that graphics don't really matter, and

that gameplay is king. Poppycock. (Although, of course, gameplay obviously *does* matter). In *Resident Evil*, the graphics are everything. It'd be impossible for the game to lift the weight of your disbelief and *really* scare you if the mansion didn't appear utterly real; and despite the fact that backgrounds here are pre-rendered, rather

## IT'S THE FEAR THAT MAKES YOU RUN UP THE STAIRS BECAUSE YOU THINK THERE'S SOMETHING BEHIND YOU...

than 'proper' 3D, it's all nothing short of photo-realistic – from damp wallpaper to peeling paint to dusty corners to mouldering carpets, the attention to detail beggars belief (and the exterior locations are simply jaw-dropping). And, unlike previous

iterations in the series, the graphics, as a whole, are so seamless that the properly-polygonal characters look as if they really belong in the game. On the PlayStation, the backgrounds and characters seemed divorced from each other, given the distance in quality of the two elements, so that the protagonists appeared to be 'skating' over

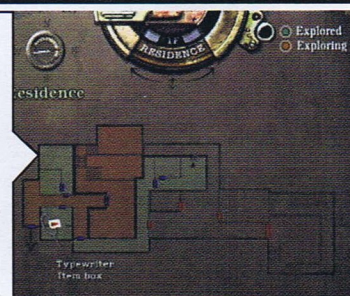
the surface, and never truly interacting with the environments, thus destroying the illusion. Here, as in *Ocarina of Time*, or *Mario Sunshine*, your TV screen is figuratively shattered, the wall between reality and game almost removed, so convincing is the

## HOME HELP

Essential hints and tips on getting through the game...

### MAP

*Resident Evil* features a lot of to-ing and fro-ing. You'll be revisiting areas many times, often simply to get through to another area, or to open up a previously locked door. As such, it's easy to get lost; remember to check your map all the time – areas shaded in red still contain something of note, although you might not be able to 'finish' them until later.



### SAVING

*Resident Evil* wants you to think hard before you save your game, as it only gives you a certain number of save slots (based around typewriter ink ribbons). However, don't worry too much about saving if you need to, especially if you play as Jill – ink ribbons are fairly liberally sprinkled around, near the save points. Store them in your item box, though.

If I had an Ink Ribbon, I could save my progress.

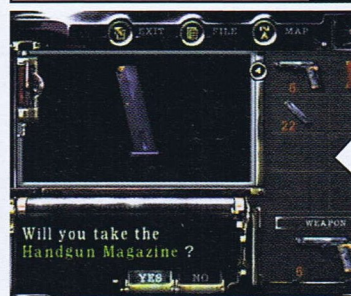
### ZOMBIES

Never stop to kill a zombie unless it's absolutely necessary. These zombies are ten times harder than in any other *Resident Evil* game, and you'll waste a lot of ammo shooting 'em – even knifing them is best left alone, as it does naff-all damage. It's best to simply run past them – because if you do kill them, the resulting Crimson Head can open doors. Erk.



### ITEMS

Items such as ammo, health sprays and herbs are often pointed out to you as sparkling objects – they're fairly easy to spot. However, not everything is so clearly signposted. When entering a given room, remember to thoroughly search every area by sidling along the wall and tapping A. You can get some nice freebies this way, and extra health.



# RESIDENT EVIL

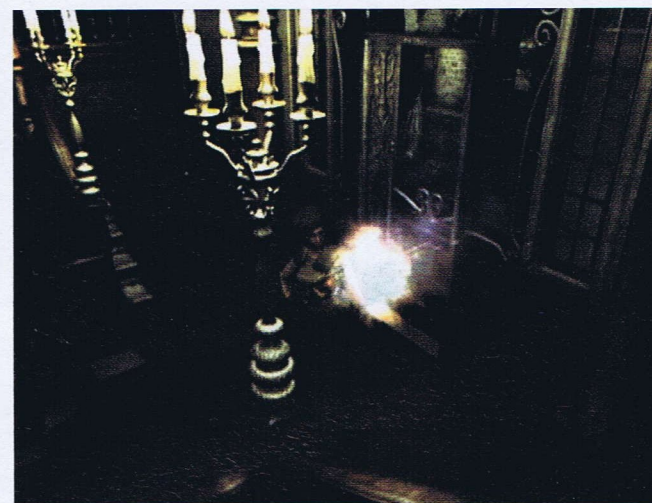
Welcome back to the house of the dead...



△ There's a real 'Marie Celeste' feel to the game, with abandoned areas containing personal letters and other items.



△ Bathrooms in *Resident Evil* are invariably not very nice places to be.



△ The many doors and rooms in the mansion require different keys.



△ It's like a movie – but in your Gamecube! Blimey.



△ It's those bees again. And this body isn't so dead...

effect. It's a breathtaking achievement, and it's not just surface gloss. *Resident Evil* absolutely *has* to look good if it's going to make you believe. And it does. Mostly.

Playing the game is a constant tug-of-war; it wants to convince you that you're there, in the mansion, but it often works against itself, presenting you with situations so incongruous that you're yanked from the game world back into mundane reality. The worst culprits are the puzzles – while they're quite inventive and do make you think, they're so out-of-place it detracts from the rank, dripping atmosphere. One of the biggest thrills is gaining access to new areas, knowing that there's a host of rooms full of unnameable terrors awaiting you. However, this deliciously creepy feeling is stymied when you come across a room where you have to push statues about to release an object, or mix and match stained-glass



## RESIDENT SECRET

Capcom certainly want to encourage you to play their game as much as possible. Save it once you've finished, and you can choose different difficulty settings; finish it in under five hours and you can access the 'Samurai Edge' gun; finish it under three hours and you can start a new game with the rocket launcher and infinite ammo. There's loads more, too. Phew.

window colours. The puzzles are, perhaps, refreshing in that they force you to think, but they also feel like a cheap attempt to offer more of a challenge to the game. And they don't make much sense – you'll find all sorts of documents as you trek through the mansion, and some half-heartedly refer to booby traps and the like, but *everyone in the mansion has been killed*. Who set up these elaborate mind-benders? Not the zombies, surely?

## UNLOCK THE SHOCK...

It's the same situation with the complicated quests for the keys that open up more of the mansion (and, obviously, if the majority of the mansion is closed off at the start of the game, how do your team mates manage to progress further than you?). The method of getting the keys is so torturous, it's as if a



## BURN BABY, BURN

Once you've offed a zombie, make sure you burn the body with your lighter and some kerosene. Otherwise, the 'dead' zombies will re-resurrect as 'Crimson Heads', which are horrendously fast and tough... and can open doors!

"The much-criticised control system *still* hasn't been fixed"



## FIELD OF PLAY

Battle beasts big and small in the horrifying world of *Resident Evil*...

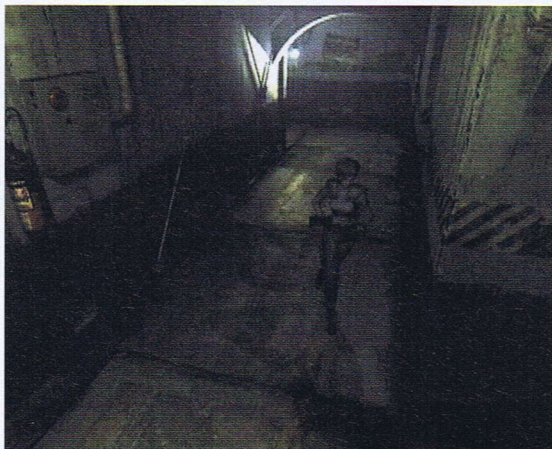
### GREAT SNAKES!

The first major boss in the game, this giant snake isn't too tricky to take down. However, getting to him is quite an elaborate affair – you'll need the Shield Key, hidden behind the grandfather clock in the dining hall. To get it, you'll need two pieces of music, brown and gold emblems, and a room with a piano...

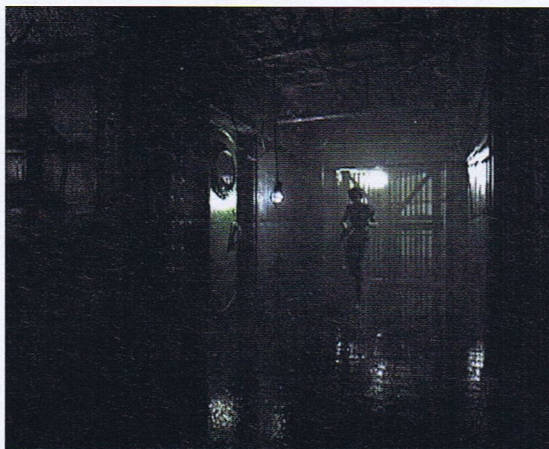


### MAN ALIVE!

Every so often, you'll stumble across your fellow S.T.A.R.S. members. Before you get to the snake, you'll come across poor old Richard – he's been bitten and you've got to retrieve a serum from the drug room (near the plant monster). If you manage to save him, he'll recover sufficiently to pitch in when you fight the snake...



△ There's a puzzle involving boxes just around the corner.



△ This subterranean area is utterly flooded and full of monsters.



△ Descending ladders gives you a good view of some 'booty'. Yes.



Bond villain has hidden them – a fine example being the old take-the-key-and-the-walls-close-in trick, which lies at the heart of getting the Armour Key. It's this lack of logic that threatens to derail the intricately-wrought atmosphere at every turn.

### CONTROLLING INTEREST

And these aren't the only faults. There's also the much-criticised control system, which *still* hasn't been fixed – at least, not completely. Unlike, say, *Zelda* or *Mario*, where you simply point the joystick and run, *Resident Evil* features a clumsy rotational control system. That is, you turn and then push forwards to move – and you have to

press a button to *run*. However, there are several different control types, and one of them – Type C – makes a conciliatory attempt to move with the times. Pushing the R trigger makes your character walk –

when the N64 port of *Resident Evil 2* featured proper analogue control, and this high-octane redesign doesn't, then you've got to ask some serious questions.

There's yet more frustration present too;

## RESIDENT EVIL IS AS MUCH ABOUT INVENTORY MANAGEMENT AS SURVIVING A ZOMBIE HOLOCAUST

depressing it all the way makes them run. It's *almost* as useful as having proper analogue control, and is a life-saver in the situations where you want to move out of harm's way before you're eaten. However,

not least the constant backtracking. In games such as *Banjo-Kazooie* this mechanic is exploited wonderfully – a new discovery opens up a previously closed-off area, leading to a sense of triumph and

exploratory wonder. There's some of that same feeling in *Resident Evil*, but it's also a device often used to prolong lifespan, usually in an irritating manner. Sure, it's logical that certain doors you encounter early on aren't going to be opened up until much later, but when you're forced to wind your way back through the mansion to get some anti-venom serum, it's just tiresome. Especially when you've got to do it *twice*.

There's also the item system. *Resident Evil*, at times, is as much about inventory management as surviving against the odds in a life-threatening zombie-holocaust scenario. You're constantly revisiting item boxes to drop equipment off, grab new stuff and generally make sure you've got space to

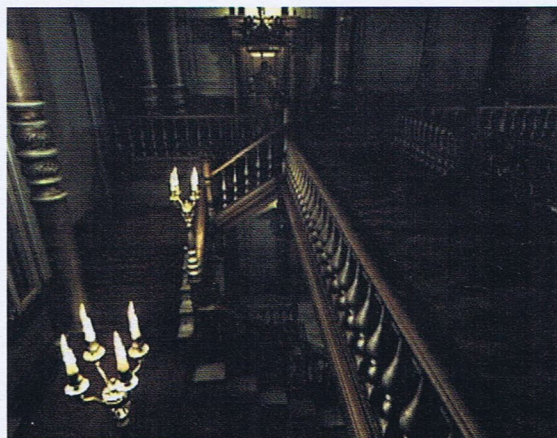


**DID YOU KNOW?** George A. Romero – who directed zombie classic *Dawn of the Dead* – was originally slated to direct the *Resident Evil* movie. Shame that he didn't, really.

# HOW TO... GET THE ARMOUR KEY

**RESIDENT EVIL**  
Welcome back to the house of the dead...

There are several keys to find in *Resi*, each of which is essential to progress.



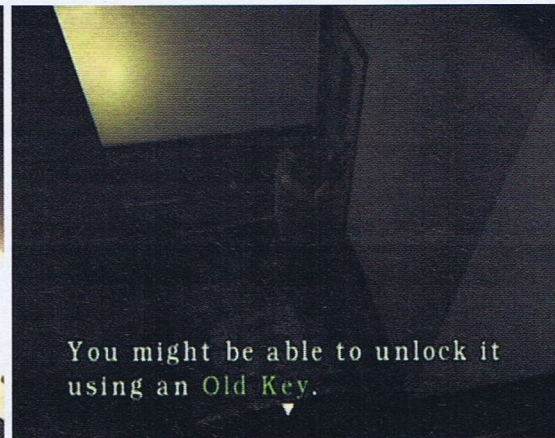
## 1. UPSTAIRS

Once you've uncovered the Sword Key – the first key you find, which is hidden in the Book of Curse – head upstairs from the downstairs lobby (where you start), go right and then take the first door on the left.



## 2. DOG WHISTLE

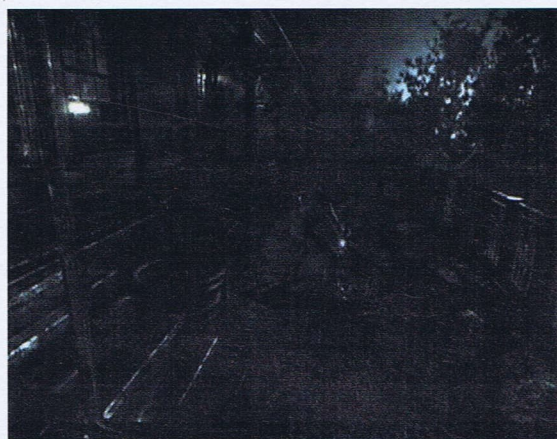
Keep on going until you reach the end of the corridor; there's a door here. Go through into the room and look to your right. You'll find a dog whistle and a document. Read the document and have a look at the photo...



You might be able to unlock it using an Old Key.

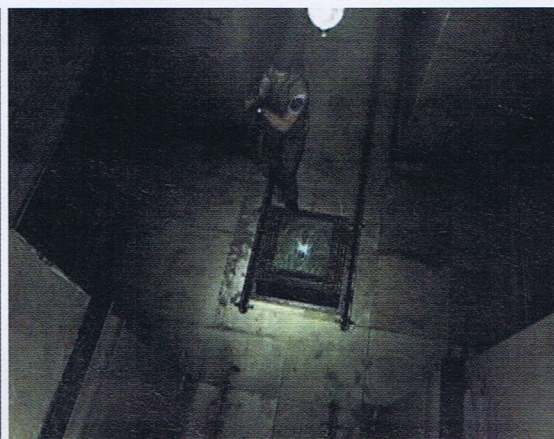
## 3. DINING HALL

Go to the gallery above the dining hall (with the roaming zombie) – go through the far door, then take the door that requires the Old Key. You can find one of these in the bathtub on the other side of the house (ground floor).



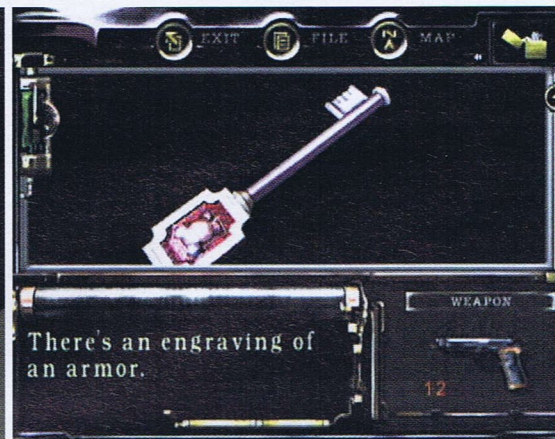
## 4. ZOMBIE DOGS

Head outside and carry on around here until you find the large balcony area. Ready for this? Blow the dog whistle and two zombie mutts will appear. Blow 'em to dog hell and search them – you'll uncover something...



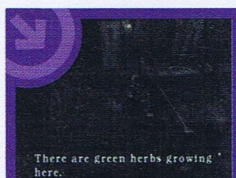
## 5. TRAP ROOM

Examine the object – it'll turn into an 'Imitation of a Key'. Head to the dining room again, go through the far door and carry on through until you reach the area with the suit of armour and the key in the block.



## 6. ARMOUR KEY

Take the Armour Key, which will activate the moving walls, and put the Imitation of a Key in its place. The walls will retract and you've got the means to access much more of the mansion...



## HERB GARDEN

Here's how the herbs work: Green Herb – Raises your health by one level. For example, Caution to Fine; Blue Herb – Heals poison. Green + Green – Raises your health by two levels; Green + Red – Always brings your health up to Fine; Green + Blue – Raises your health one class, and heals poison.

pick anything new up. While this leads to some gratifyingly strategic thinking, it's mostly just tiring and frustrating, and another distraction from being scared silly.

## LABOUR OF LOVE

You're probably thinking that too much of this review has been spent carping about the game, rather than praising it, especially if you've seen the score. But that's because we're so disappointed with the elements that don't work, that spoil the game. *Resident Evil* is obviously a labour of love for Capcom – you can see it in the visuals, in the re-working of the script and the cut-scenes, in the presentation of a product so polished that it dazzles. But there are fundamental

problems with the game, and we hope that these are rectified for the even-more-stunning-looking *Resident Evil Zero*.

But take away the elements that we don't like, and you're still left with an utterly magnificent experience, a two-disc extravaganza that'll hook you like no other. Partly it's the concept – highly trained paramilitary troops with state-of-the-art weaponry are ill-equipped to deal with the undead – but it's also the presentation, the emphasis on almost physically transporting you to this mouldering mansion, the thrill of discovery, the delicious shocks.



# SHOTGUN BLUES

Thankfully, *Resident Evil* gives you plenty of ordnance with which to send the dead back to their graves. It's time to bust their heads until the white meat shows.

## A MURDER OF CROWS

1



Generally, the crows in *Resi* leave you alone until you venture too close or start shootin' at them. They're also not clever enough to realise exactly what a shotgun can do at close range, hence this unflappable (ha!) calm in the face of certain death.

2



He'll be a zombie crow before too long, so it's only right that we put him out of his misery. Blammo! See that? There's not even enough left for crow pie. Take the feathers and stuff a pillow! You see them guts fly? Hoo-boy! (*That's enough* – Ed).

## UNCLE CLETUS

1



2



The world's first Amish zombie, Uncle Cletus (Note: this is not his real name) don't like bein' disturbed none, nosirree bob. Especially when you drop his coffin to the ground. Ouch.

Two barrels of automatic shotgun to the happy sack ought to sort him out. That'll teach you to forgo electricity and modern conveniences. Mind you, that lady from *Witness* wasn't half bad...

## ZOMBIE RAVE

1



2



Zombies are just poor, misunderstood and vitally challenged. Hell, just like normal folk, they like a knees up – hence this 'shamble party'. We hate to gatecrash, but...

...They're ungodly abominations and need to be horribly mangled. Hence this tasteful deployment of grenade launcher and incendiary rounds. They'll be scraping hair off the ceiling for weeks.

## BRING OUT THE GIMP

1



2

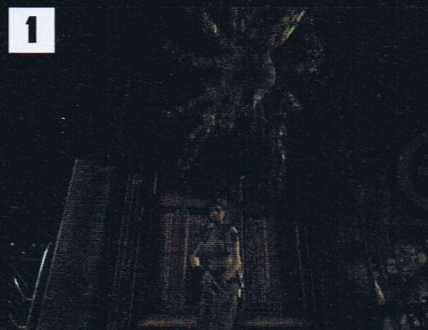


So there we are, minding our own business in a dilapidated cabin, when our rest is disturbed by a horribly mutilated gimp. It's just not cricket. So there's little recourse but vicious death, really.

Except it's impossible to kill this particular malformed mobile corpse, so instead we get our arms ripped off and eyes sucked from their sockets like fruit squishies. Yoinks.

## ARAC ATTACK!

1



2



Honestly. We're on our way to the latrine, when we're hornswaggled by an eight-legged freak with a bad attitude and mandibles to match. This critter's too big to flush down the loo, so...

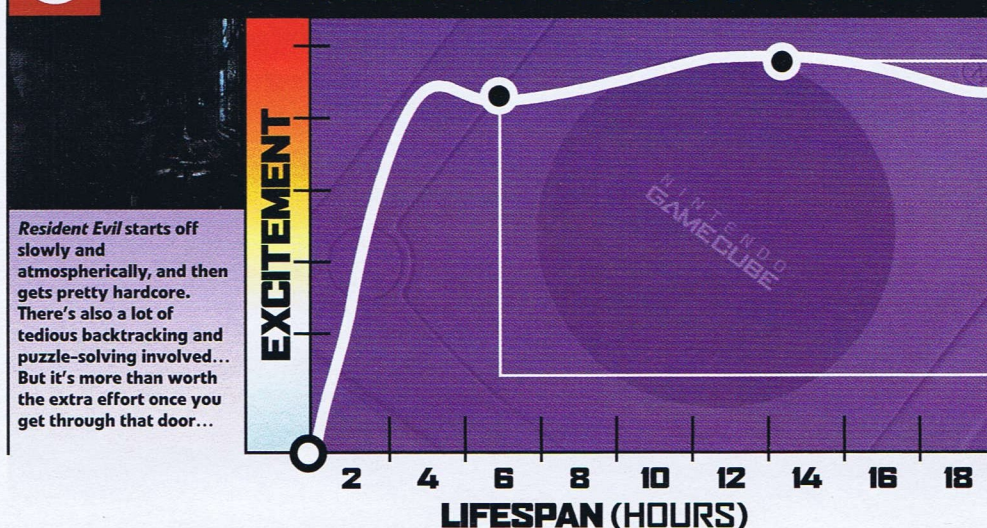
...We whip out ol' Bessie and shoot the scuttling suckbucket up the jacksie, making a hole the size of Texas. And hey, that ain't no poop gushin' from his back door. Boo-yah!

# RESIDENT EVIL

Welcome back to the house of the dead...

## NGC EVENT-O-METER

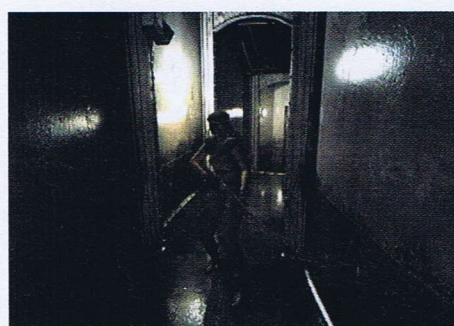
It's not without its flaws, but when it gets going, prepare for scares...



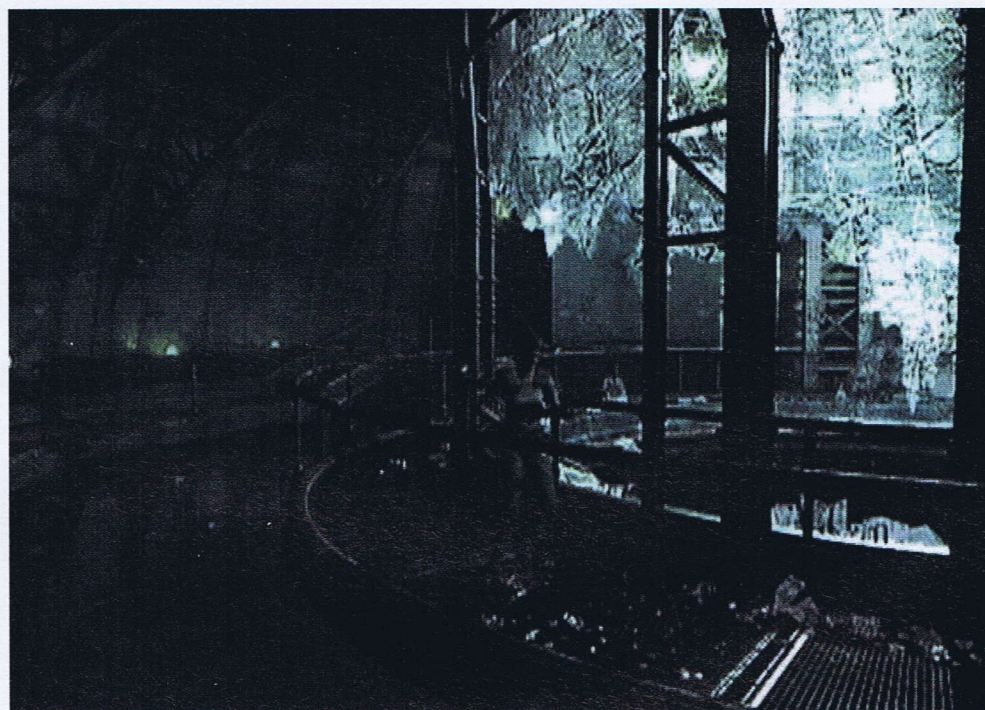
**HIGH POINT**  
**New doors...**  
 Finally getting the key you're after, thus gaining access to more of the mansion's secrets and hugely atmospheric environments.

**LOW POINT**  
**Puzzle hell**  
 Many of the puzzles are frustratingly out-of-place, and threaten to derail the finely-tuned sense of dread and terror. Shame.

"When the two have run each other through, the path to your



△ Yes, there's even undead sharks in *Resident Evil*.



Indeed, if you've played the PlayStation original, there are some brilliant little twists.

A good example is the hallway where the dogs burst through the window. We were expecting the same here – but nothing happened. Then, something wet hits the window, cracking it, but not breaking it – enough to make us jump – but the hounds didn't appear. It's not until later, when you're not expecting it, that you're ambushed. It's this toying with what you expect and what you're *not* shown that make *Resident Evil* more than just a normal kind of adventure game.

But is it worth getting if you've played the original PSOne version to death? *Absolutely*. Much of the game's structure remains unchanged – you'll still fight the giant snake, for example – but for every familiar component, there's plenty of new



### KNIFE TO SEE YOU

You start the game with but a humble knife. Once you've got a gun, stick the knife in an item chest and forget about it. You don't need it, and it just takes up valuable inventory space (remember, clumsy Chris can only carry six objects). The knife is less than useless against zombies, and you won't be able to inflict any serious damage before you die.

stuff, too (such as the nifty new Defence Items, allowing you to stab a zombie in the eye and gain a valuable second of escape time). There's no way you can expect to charge through this having memorised every detail from the original. And attention has been lavished on the zombies

presentation is so spectacular you *have* to play it. We can't emphasise it enough, but *Resi* is so visually rich that simply seeing the next area is an experience to be treasured.

For all its faults this is still an overwhelmingly atmospheric adventure, and one that demands to be played. It's not

## THE NIFTY DEFENCE ITEM ALLOWS YOU TO STAB A ZOMBIE RIGHT IN THE EYE, GAINING VALUABLE SECONDS

themselves – challenging the assumption that you're safe in the next room, these buggers can open doors and follow you. And come back from the dead. *Again*.

But even if you are put off by the fact that this is not a totally new game, the

as adventurous, thoughtful or substantial as *Eternal Darkness*, but it makes that game look like a cartoon, and is much scarier. Best get huddled under the duvet; it's going to be a long time until you see dawn.

JES BICKHAM



- Amazing to look at.
- Brilliant atmosphere.
- Real shocks and frightsome scares.



- Awful, old-fashioned puzzle-solving.
- Rubbish control.
- Backtracking.



### IF YOU LIKE THIS...

**Eternal Darkness**  
 Nintendo  
 NGC/70 89%  
 A magnificently eerie story, with magic, insanity and more.



## 10 VISUALS

Simply breathtaking detail – almost photorealistic in places.

## 8 SOUNDS

Moans, groans, and great mood music – but no surround sound.

## 9 MASTERY

Graphically envelope-pushing, and it couldn't squeeze onto one disc.

## 8 LIFESPAN

10-15 hours, and two characters to play as. Hugely absorbing.

## VERDICT

Utterly compelling survival horror, with visuals to die for – but the annoying puzzles and structure are showing their age.

**NGC**  
 INDEPENDENT NINTENDO GAMING

**89**

# RESIDENT EVIL: THE COMPLETE STORY

Confused by the plot in *Resi*? You're not alone. So with all six games coming to Cube, and the original reviewed this issue, what better time to find out what the hang is going on...

## SPOILERS ALERT!

We've shied away from major plot points as best we can, but we have mentioned some key events in our story breakdown. If you don't want to know what they are, then turn the page now...



## RESIDENT EVIL ZERO

OUT: SPRING 2003

### This is the prequel, right?

Right. Zero is set before any of the others, and will tie up the series' key plot points, as well as reveal what happened to the S.T.A.R.S. Bravo Team.

### The who?

The S.T.A.R.S. Bravo Team. S.T.A.R.S. – Special Tactics And Rescue Squad – are an elite team, based in Raccoon City, the Midwestern US town where the Resi games are set. Before the start of Resi 1 the Bravo Team are sent to investigate a grisly murder. Part of a mountain pass is closed down, but when they go in, Bravo's helicopter comes down and all contact with them is lost. Shortly afterwards, a second team, Alpha, are dispatched.

### So what do we know about the preceding events?

Not much. We know Zero starts as Bravo are sent in to investigate the murder, and that one member of the team is medic Rebecca Chambers. When they get to the forest, Bravo split up and half the team investigates an abandoned prison transporter, stopped dead on the tracks that run through the forest. Rebecca is among this group. This is where Zero becomes less clear: while on the train, Rebecca and the others quickly establish that the place is crawling with zombies, her two colleagues most likely die, and she meets Billy Coen, an ex-Navy SEAL and convicted murderer – the only human left.

### Then what?

Then we don't know. But, in Resi 1, the remaining members of Alpha team run into Rebecca inside the mansion, so it's safe to assume she survives Zero. The big question is, what happens to Billy? Does he die, or leg it?

## RESIDENT EVIL

OUT: SEPTEMBER 2002

### Okay. So we don't know what happens to Bravo yet. What happens to Alpha?

They find the copter, but then come face-to-face with a pack of zombie dogs, who chase them to the abandoned Spencer Mansion. On the way, Alpha agent Joseph Frost is mauled to death by the dogs. Alpha helicopter pilot Brad Vickers abandons the group.

### And when they get to the mansion?

Alpha team agent Albert Wesker just disappears, Chris Redfield runs into Rebecca Chambers, and Jill Valentine teams up with Alpha agent Barry Burton. What they find is disturbing: the mansion is a front for the mysterious Umbrella Corporation, who used the house to hide their dabblings with the T-Virus, a biological agent that created the zombies and genetic mutations inside the mansion. Worse, Wesker is on Umbrella's payroll, and was ordered to take care of the Alpha operation by ensuring no one left the mansion alive. Wesker also shoots and kills lead Alpha agent Enrico Marini in the mansion after Marini gets wind of what's going on.

### Do they make it out?

Only just. Four of the Alpha team make it out alive: Chris, Jill, Barry, and Rebecca Chambers.







"Barbarian is a more refined version of Xena on N64"



△ Magic attacks are a great long-range option in battle.



△ The character models are nicely detailed and well animated.



△ Most of the arenas are very large, allowing you to break through into new areas.

# BARBARIAN

## INFO BURST

DEVELOPER SAPHIRE  
PUBLISHER VIRGIN  
PLAYERS 1-4  
MEMORY CARD PAGES 3  
RUMBLE FUNCTION YES  
GBA LINK-UP NO  
DISCS 1  
ONLINE PLAY NO

## WHEN'S IT OUT?

Due out, well, any day now. Today, in fact. If today is the 13th. So, yeah.

COST: £40



**It's back from the dead! C64 classic *Barbarian* returns in this highly entertaining medieval take on *Power Stone*.**

**H**ands up who played the original *Barbarian*? Great for its time wasn't it? You loved chopping people's heads off didn't you? You'll be pleased to hear then, that – apart from the axes and bearskin loin-cloths – this is absolutely

feels like a more refined next-gen evolution of Saphire's earlier four-player battler, *Xena: Warrior Princess* on N64. Taking command of one of a selection of suitably AD&D-themed warriors, you have to battle single, or multiple opponents until you're the last one standing. In single player, every bout is tied

you and up to three mates battling it out for supremacy individually or in teams.

That's essentially all there is to it – but there are plenty of smart ideas to keep you amused. The arenas are nicely designed and expansive, the action, while pretty shallow, is relatively entertaining and there are plenty of objects to pick up and trees to use as impromptu clubs. Thing is, as is often the case with games like this, you'll only really enjoy it if you play it with four players – at which point it becomes an axe-swinging laugh-riot as you mash the buttons on your pad into submission. Granted, it's not going to win any awards, and the single-player gets tiresome very, very quickly, but if ever there was a game to rent for a night in with a couple of like-minded friends then this is it. Worth a look.

GERAINT EVANS

## THE ARENAS ARE NICELY DESIGNED AND EXPANSIVE, WHILE THE ACTION IS ENTERTAINING THOUGH SHALLOW

nothing like it. Still, we'd be the first to complain if Saphire had just churned out a second-rate one-on-one battler and in all fairness, *Barbarian* has turned out to be much better than we expected.

The game, to all intents and purposes,

together with some narration unique to each character – after every fight, you get to use any experience points you've accumulated to bolster specific skills, such as combo damage, speed, magic and health. In multiplayer, things are a little simpler, with



- Great multiplayer.
- Big arenas.
- Fairly interesting story mode.



- Button-masher.
- The D&D theme might not suit everyone.
- Basic gameplay.



## IF YOU LIKE THIS...

Super Smash Bros Melee  
Nintendo  
NGC/68 95%  
The ultimate multiplayer scrapper.



## 7 VISUALS

Not bad at all. Well-designed models and fantastic arenas.

## 7 SOUNDS

Block-smashing, axe-swinging, and corny fantasy voice-overs.

## 6 MASTERY

Looks great, but the action gets a little choppy in multiplayer.

## 6 LIFESPAN

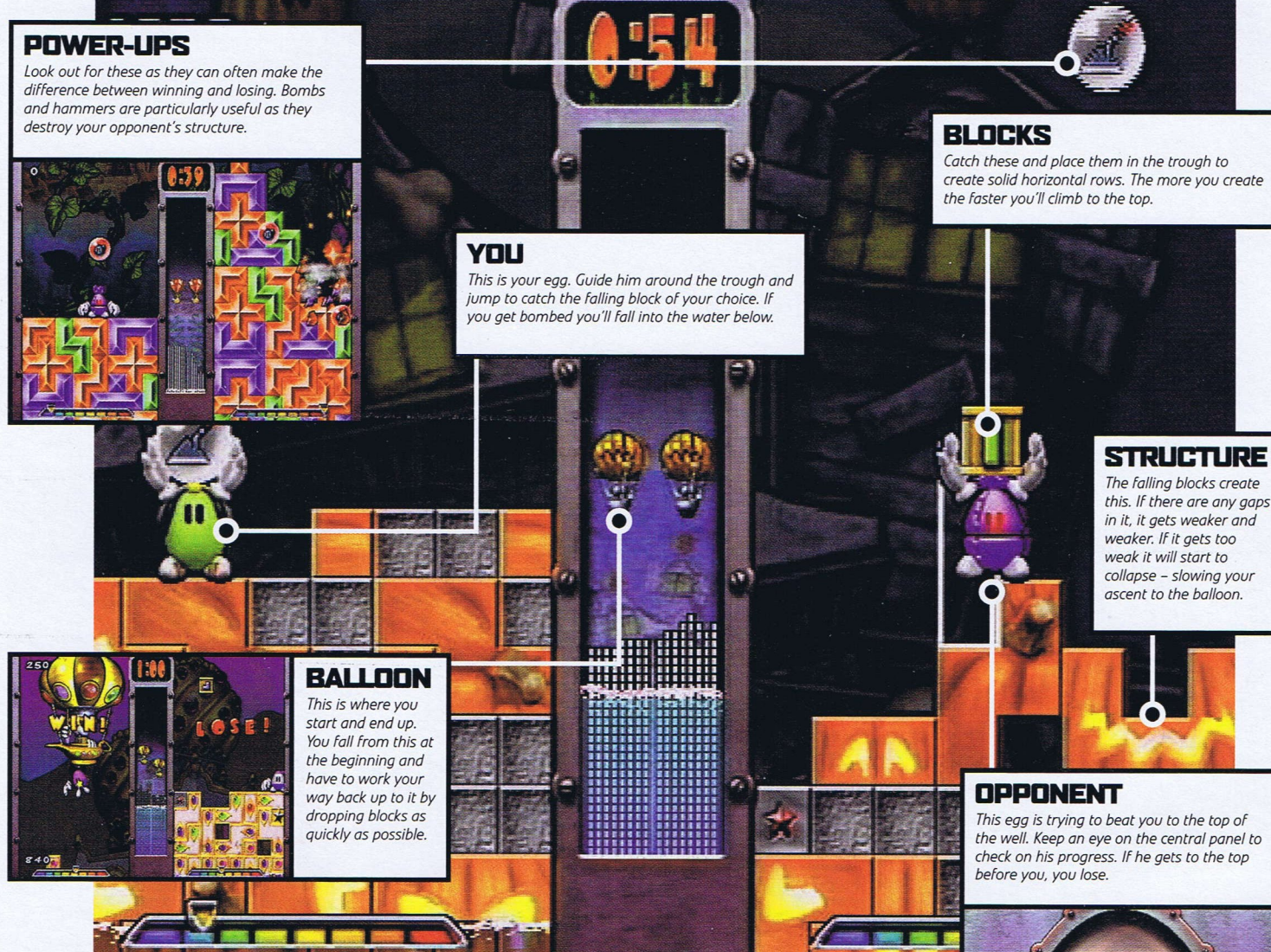
With four players, you'll still whip it out every now and then.

## VERDICT

An old-style battler with some new ideas thrown in. Simple, basic fun and hard to dislike, but far from being a total classic.

**NGC**  
INDEPENDENT NINTENDO GAMING

**70**



# EGGO MANIA

It's a *Tetris* clone! But with... um, eggs.

**INFO BURST**

DEVELOPER	HOTGEN
PUBLISHER	KEMCO
PLAYERS	1-2
MEMORY CARD PAGES	4
RUMBLE FUNCTION	NO
GBA LINK-UP	NO
DISCS	1
ONLINE PLAY	NO

**WHEN'S IT OUT?**  
Eggo Mania\* will be out worldwide by the 27th Sept. Fantastic!

**COST: £40**

**A** part from the rather poor *Zoocube* that we reviewed last month (and which received 50 big ones), *Eggo Mania* is the only puzzler available for Gamecube – and unfortunately it's even less fun to play than that fiddly animal-matcher in *NGC/71*. And, to make matters worse, about as far away from being a top-class puzzler as you can get.

Taking control of a number of different 'crazy' egg-people (the differences are purely cosmetic), you get dropped into a trough from a balloon and have to build your way back up to the top, by dropping *Tetris*-style blocks into solid lines. On the other side of the screen is a computer-controlled egg-man who is trying to do the same. The first egg-man to get to the top is

the winner. If you fail to create solid lines and your building work has gaps in it, it will weaken and eventually break up, slowing your progress up the trough.

Unlike most puzzlers of this kind, you don't take direct control of the falling blocks. Instead you have to guide your egg to catch the blocks and then rotate and position them yourself. So, if you see a falling block that isn't the shape you're after, you can choose to ignore it – although this slows your building progress somewhat. By successfully creating solid horizontal lines you're able to create combos which help you climb faster.

Also thrown into the mix are a number of power-ups to help you out. There are shoes that make your egg-man move faster and jump higher, trowels that create blocks that

fill in any dangerous gaps in your building work, and bombs and hammers which you can lob into the opposing trough to help scupper your opponent's progress. Great.

That's essentially all there is to *Eggo Mania*. Naturally, there are a number of modes that offer variations on a similar theme, and there's a multiplayer that adds that all-important competitive edge – but it all seems a little too tired and the premise too pointless to make it worthwhile. It's not particularly addictive, there's nothing that really grabs you from the word go (unlike the original *Tetris*) and, visually speaking, it's all gone a bit Amiga. And the fact is, at 40-odd quid, there are far more important, and far more enjoyable games out there to spend your hard-earned wedge on.

**GERAINT EVANS**



- Mildly entertaining.
- Loads of challenge on the harder settings.
- Some extra modes.



- Not addictive or, crucially, clever enough.
- Simply not enough game for your money.



## IF YOU LIKE THIS...

**Zoocube**  
Acclaim  
NGC/71 50%  
Ani-puzzler. Original, but far too fiddly for its own good.



## 2 VISUALS

Clean, but the sprites and duff backgrounds are astonishingly retro.

## 6 SOUNDS

Okay FX and jolly enough tunes, which suit the themed levels.

## 4 MASTERY

Reminds us of the old days – in both looks and gameplay terms.

## 5 LIFESPAN

Unless you play with a mate, you'll be sick of it a week after buying it.

## VERDICT

Not as good as *Zoocube*, and miles away from classics like *Bust-a-Move* and the original Game Boy *Tetris*. Disappointing.

**NGC**  
INDEPENDENT NINTENDO GAMING

**49**

\*Kemco couldn't get us a picture of the box art. So we made our own.

"CvsSNK was a cause for celebration. Then the code arrived in the office"



△ Why they chose to use *SFIII*'s fat-thighed Chunners is anyone's guess.



△ Getting a Perfect will help to boost your Groove points no end.



△ *SFIII* brothers Yun and Yang combine for one of Yun's hard-hitting supers. To be honest though, we'd have preferred the likes of Makato, Ibuki or Dudley to have been imported from *Third Strike*.



△ Last seen in the original *Street Fighter*, Eagle is a worthy and very welcome new addition...



△ *Final Fight 2*'s Maki, on the other hand, seems pointless compared to Capcom's other characters.



# CAPCON VS SNK 2 EO

**More modes, more moves, more grooves!** It's the latest outing from the two rival schools of 2D battling...

## INFO BURST

DEVELOPER CAPCOM  
PUBLISHER CAPCOM  
PLAYERS 1-2  
MEMORY CARD PAGES 2  
RUMBLE FUNCTION YES  
GBA LINK-UP NO  
DISCS 1  
ONLINE PLAY NO

## WHEN'S IT OUT?

A dose of retro battling could be yours by the time you read this...

COST: £40



## GET INTO THE GAME

Want to see what all the characters have to offer? Then look below...

### STARTING OFF

Twitchy 2D one-on-one fighting games have been around for about as long as Nintendo itself. That's over a hundred years! Er, anyway, if you're somehow new to all this street-fighting malarkey, you might want to go for the simplistic GC-ism. With this you can use the C-stick to check out all your characters moves without having to put in any effort. Once you think you've grown beyond it, you can try pulling the moves off yourself. By pausing the game you can access a full command list.



It's no secret we have a lot of time for 2D fighters. The likes of *Street Fighter*, *Rival Schools*, and *King of Fighters* have a very special place in our hearts, and they're games that we continue to play regularly to this day. So the prospect of playing Cvs2 on Gamecube was understandably a cause for celebration. And then the code arrived in the office.

After playing so many of Capcom's efforts, it's difficult not to feel disappointed. The main reason is that apart from the optional new control scheme, Cvs2 is almost exactly the same as both the PS2 and Japanese DC versions. In terms of core gameplay, this is certainly no bad thing but, despite having played the game to death on other platforms, the poor visuals seem much more difficult to swallow, especially

# CAPCON VS SNK 2 EO

Pixelly retro fighting in TWO WHOLE DIMENSIONS! Bring it on!

## TEAM

This is your team and the order they fight in. In a Ratio or Three-on-Three match, you pick characters that complement each other to increase your chances of success.

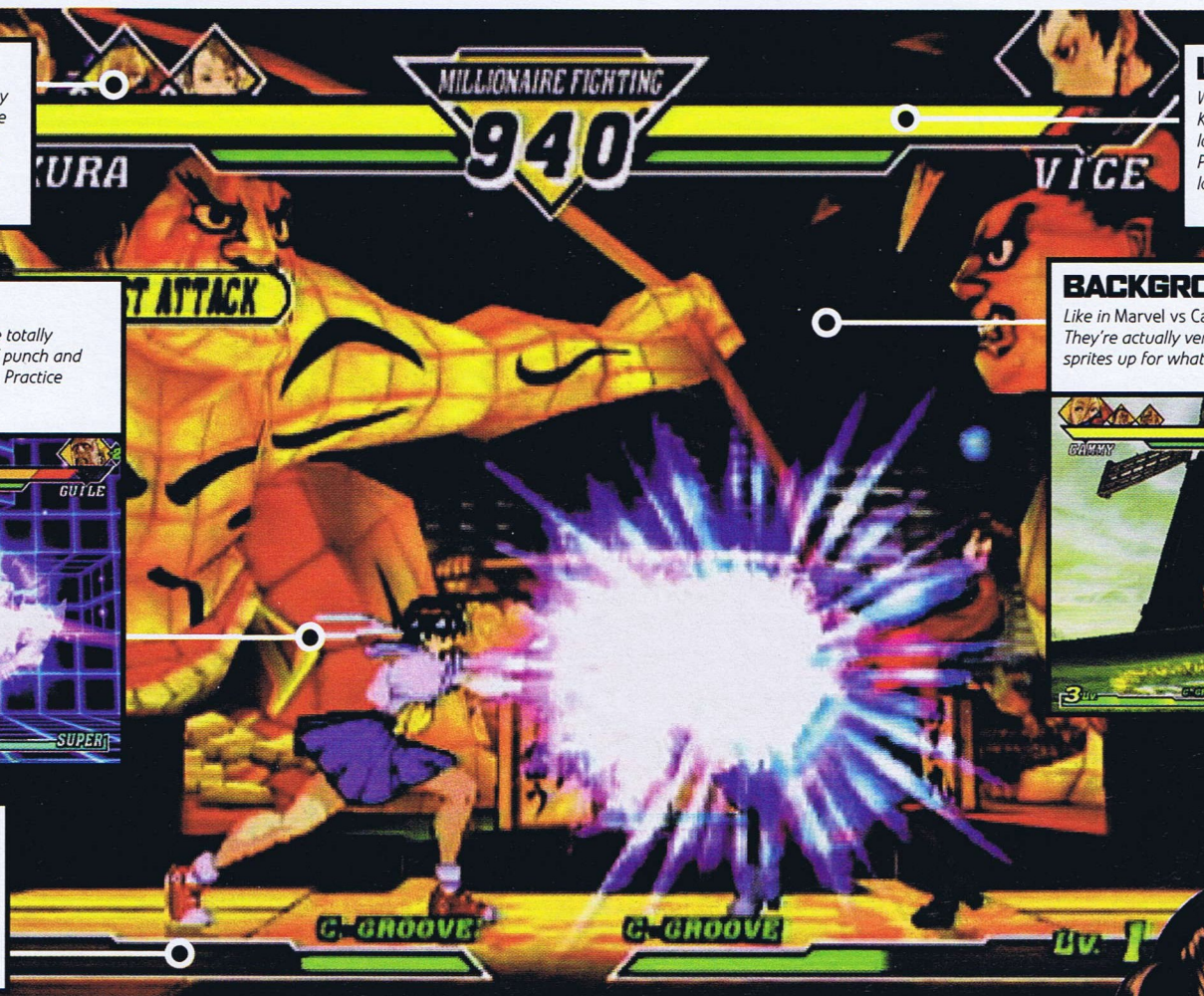
## CHARACTERS

Loads of them, and the majority are totally unique. You have three strengths of punch and kick to use as well as special moves. Practice linking them together to dominate.



## SUPER GAUGE

Changes depending on your groove. This lets you know how long you have to wait before you can let rip with your more powerful attacks.



## LIFE

When this goes down you're KOed. Get KOed twice, and you lose the match. Try and get a Perfect to be awarded a whole load of Groove points.

## BACKGROUNDS

Like in Marvel vs Capcom 2, these are now in 3D. They're actually very good, but they show the sprites up for what they are - awful.



## TRIPLE PLAY

There are three main modes to choose from in Capcom vs SNK. Single Match pits you one-on-one. Ratio matches allow you to select multiple characters of varying strength, while Three-on-Three lets you build an equally matched team.



after the likes of *Rogue Leader* and *Smash Bros*. If you've experienced the high-res splendour of fighters such as *Guilty Gear X*, Capcom's chunky characters seem downright lazy in comparison.

This is accentuated further when you consider the high quality of the backgrounds. It could be forgiven if the time was spent on extra frames of animation and effects, but this isn't the case. The Dreamcast's *SFIII Third Strike* boasts a far higher level of character animation - and it feels much better for it too.

## MATCH OF THE MILLENNIUM

Still, as we said before, the core gameplay remains the same. You're able to choose from a roster of over 40 characters evenly spread between Capcom's games (like *Street Fighter*, *Final Fight* and *Darkstalkers*) and

SNK's less well-known fighters (such as *Samurai Spirits*, *King of Fighters* and *Fatal Fury*). After picking your character you can choose between six different Grooves which incorporate three fighting styles influenced from both SNK and Capcom's past battlers. For example, C-Groove takes traits primarily from *Alpha 3*'s A-ism, which allows up to three strengths of Super Combo and Air Blocking. P-Groove takes the parrying move and small jump from *SFIII*, while the S-Groove has the manually charged super-gauge from the likes of *Art of Fighting* and *King of Fighters*.

CvS2 has depth in spades. There are loads of characters, all of which are customisable to your fighting style (depending on which Groove you prefer), and subsequently, tackling opposition favouring different Grooves forces you to change your strategy.



## IF THE GAME'S THE SAME...

Why are we being so harsh? It's simple. When you buy CvsSNK and play it on your GC - you won't get the experience Capcom intended. Discovering the intricacies of the game and learning its subtleties is impossible without a proper controller, so in order to access the game as it should be, you'll have to fork out more money on new hardware.

Furthermore, by successfully battling through the game, you can unlock a feature which allows you to customise the Grooves yourself. On top of all this, there's also a ratio system that allows you to balance the strength of your team's characters against each other - again, adding more strategy into the mix. As you'd expect, each character (no matter what their Groove) has a vast array of standard moves, specials and supers with which to deplete your opponent's energy. The better you get, the more hits you can string together to deal more damage.

In all fairness, the fighting system is as refined as you'd expect from a codeshop that's been making these things



"This is *the* most comprehensive fighter ever made"

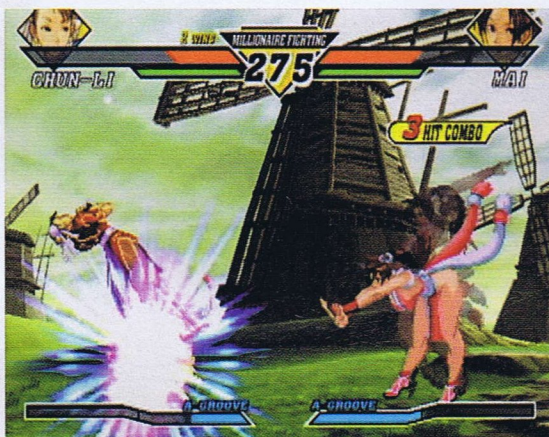
# INTO THE GROOVE

With six different Grooves to select, choosing the right one is essential for success.



## C-GROOVE

The all-rounder of the pack, which is great for beginners. It allows you to air block, and unleash three strengths of supers which can be charged by both attacking and defending.



## A-GROOVE

A little harder, this one. You gauge has two levels that unleash Lv1 supers. Max it out and you can perform a custom combo that makes chaining hits easier. You can dodge in this Groove, too.



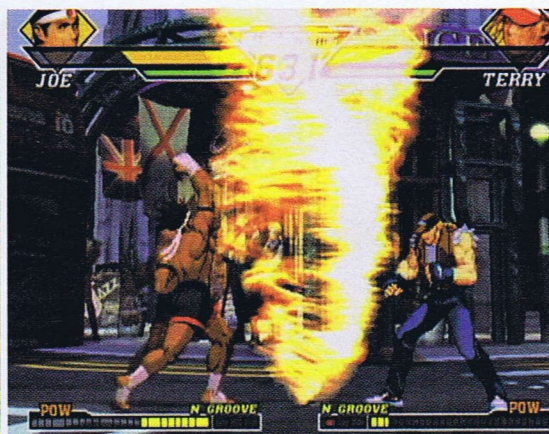
## P-GROOVE

The choice of the professional. It allows you to parry attacks by tapping forward at the moment you're hit. This is better as it opens your opponent to a free hit, but is much harder than blocking.



## S-GROOVE

Lets you charge your meter whenever you want. Once you're maxed out it decreases, giving the chance to unleash a powerful Lv3 Super. It also lets you dodge and perform 'desperation' supers when your life is low.



## N-GROOVE

A strange one. You can only unleash weaker Lv1 supers, but it makes up for the fact by bestowing you with evasive moves, rolls, a small jump to deal with turtlers, and 'desperation' supers.



## K-GROOVE

Rewards defensive players, as blocking charges your gauge. Once full you enter Rage mode, which allows desperation attacks and gives you enhanced attack power. You can also run and land from being thrown.



▲ With projectiles being so easy to throw using GC-ism, fights quickly degenerate into cheap, no-skills button-mashing.

since time began. However, there's a massive problem with the game – and it's not entirely Capcom's fault. Sad to say it, but the GC controller is awful for this game. The D-pad is too small and imprecise, the button placement is as uninstinctive as you can get, and the

movement – but all this does is turn battles into cheap-as-you-like special attack melées that require no skill (a massive problem for a game that prides itself on being a showcase for gaming mastery), so it's only worthwhile if you're new to the game, or you're putting a handicap on veteran players.

**THE GC PAD IS AWFUL FOR THIS GAME. THE D-PAD IS SMALL AND IMPRECISE, AND THE BUTTONS ARE AS UNINSTINCTIVE AS YOU CAN GET**

analogue shoulder triggers make two standard moves practically useless. Capcom have tried to remedy this with the GC-ism, a control method that allows you to use the C-stick for specials and the analogue for

Thankfully, masters of the game can select the AC-ism, which puts the moves back on manual, requiring you to do all the button combos yourself – but this is still ruined by the fact that the controller is far



"Top Gun doesn't have the fussiness of a full-on flight sim"

## ENEMIES

The other 'bogies' can be quite tough in groups as their cannons are very powerful and boast deadly accuracy. It's usually best to take most of them down from afar before closing in to wipe any stragglers out.



## RADAR

Lets you know the confines of the playing zone and, more importantly, where enemies are positioned. Obviously. You should think about keeping a close eye on this when attempting to get to important areas quickly.



## ALTITUDE

Indicates how high you are. Ploughing into the ground at mach one is likely to completely ruin your day - so go easy on those fly-bys.

## TARGETING DISPLAY

These red boxes indicate enemies and enemy types. Take note of what you're locked on to. On many occasions we accidentally wiped out our allies with 'friendly fire'. Gnurk.

## SECONDARY WEAPON

Indicates which of your four secondary weapons are assigned to your B-button. You have a stock of bombs, air-to-air and air-to-ground weapons as well as standard rockets.

# TOP GUN COMBAT ZONES

**Maverick!** Slip on a helmet in Cube's new plane game.



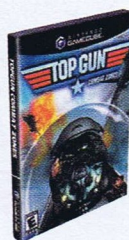
## INFO BURST

DEVELOPER	DIGITAL INTEGRATION
PUBLISHER	VIRGIN
PLAYERS	1
MEMORY CARD PAGES	3
RUMBLE FUNCTION	YES
GBA LINK-UP	NO
DISCS	1
ONLINE PLAY	NO

## WHEN'S IT OUT?

Top Gun is out now. Right now...

COST: £40



**T**hink Top Gun and your head will be filled with images of Cruise's despicable grinning visage, Kilmer's rubbish haircut, schmaltzy buddy-buddy renditions of lounge tunes, and that brilliant bit where 'Goose' cracks his giant head open on the canopy and plunges to his doom, ruining everyone's weekend.

Unfortunately, none of these things make an appearance. Apart from the name and the fact that it has planes and diabolical music in it, you'd never know *Top Gun* had anything to do with, well... *Top Gun* whatsoever. So if you're hoping for a film licence that will rekindle 'fond' memories of the 'classic' mid-80s, er, 'classic' then forget

it. They haven't even managed to pull old Kelly McGillis out of obscurity for a quick voice-over. It's all very disappointing.

## PLANE AND SIMPLE

Once you work through the cheap-looking front end, though, you access a game that is actually very entertaining. You have to work through a handful of tutorials that, while rather dull, serve you well when it comes to the basics of flying and taking down targets. Once you've managed to pass all the training missions, though, you're allowed to enter the 'Warzone', whereupon things get very difficult, very quickly.

Campaigns in *Top Gun* are split into three eras, each with six different missions to play



## FLY-BY

In order to unlock everything the game has to offer you have to earn gold medals. By flying close to buildings, avoiding damage Burnout-style and sharp-shooting your missiles, you can bolster your post-mission points quota. Flying like a loon - and surviving - is the way forward.

through. Missions comprise various different objectives, involving dogfights, bombing raids, attacks on ground- and sea-based enemies, and protecting allied forces. Some mission are combinations of these, so you'll always be shifting your focus at certain intervals throughout each one. Once you've completed your objective, there's a brief cut-scene introducing your next batch of targets. After completing about three different objectives you'll have successfully managed to beat the mission - unless you've been blasted out of the sky.

## VISUAL ATTACK

The structure of the game is simplistic (in an arcade sense), and works well enough to



## YOU, TAZ

You don't have much in the way of skills other than burping, jumping up and down like... well... Taz - and, of course, spinning like a whirling dervish.



## SANDWICHES

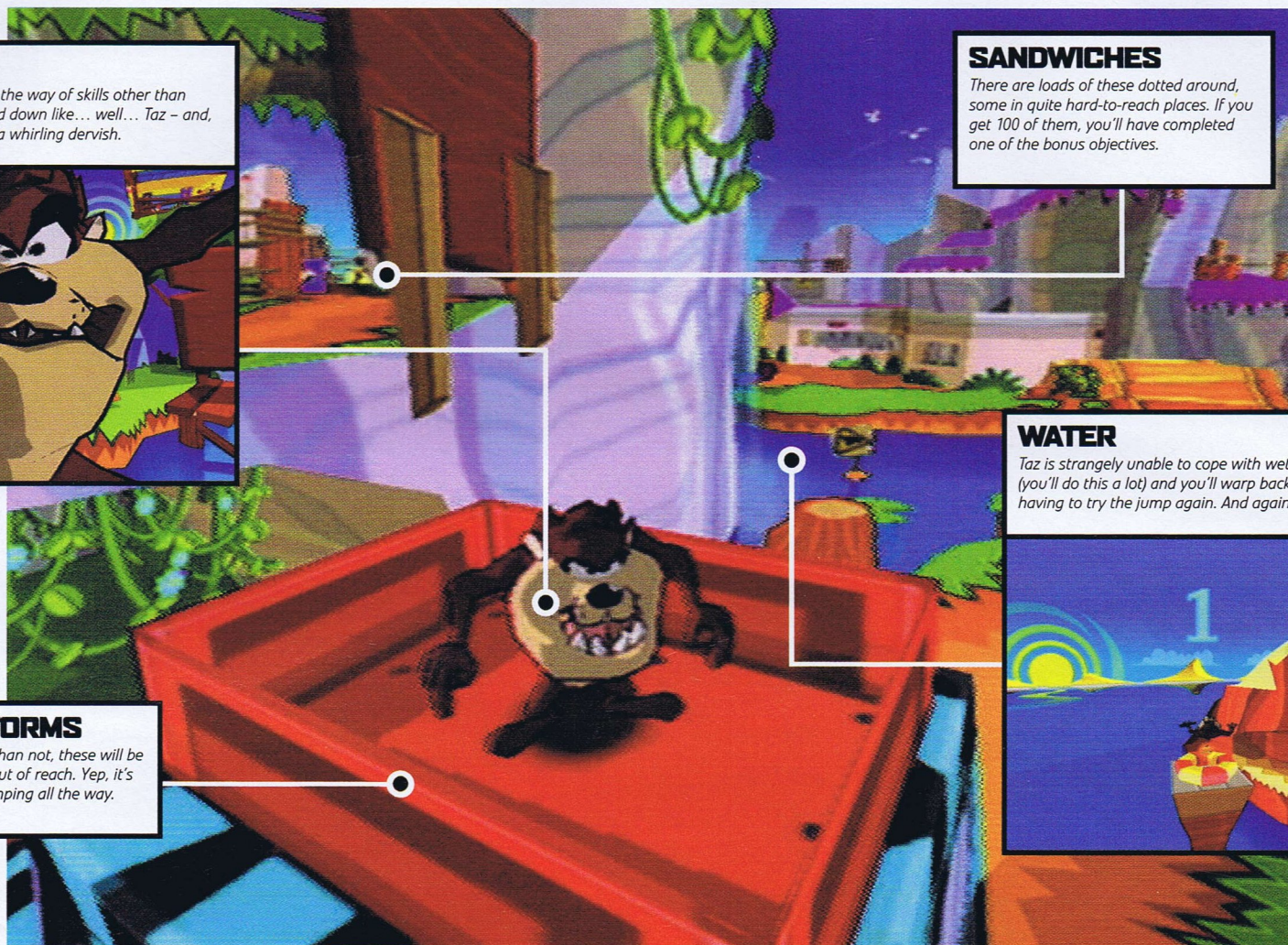
There are loads of these dotted around, some in quite hard-to-reach places. If you get 100 of them, you'll have completed one of the bonus objectives.

## WATER

Taz is strangely unable to cope with wet stuff. Land in it (you'll do this a lot) and you'll warp back to dry land, having to try the jump again. And again. And again.

## PLATFORMS

More often than not, these will be placed just out of reach. Yep, it's precision jumping all the way.



# TAZ WANTED

**What the devil?!** The angry brown carnivorous marsupial arrives on Gamecube in this tatty piece of third-person platforming...

## INFO BURST

DEVELOPER	BLITZ GAMES
PUBLISHER	INFOGRADES
PLAYERS	1-2
MEMORY CARD PAGES	2
RUMBLE FUNCTION	YES
GBA LINK-UP	NO
DISCS	1
ONLINE PLAY	NO

## WHEN'S IT OUT?

Taz will be out at the end of September. Excited? No? Anyone?

COST: £40



**I**f ever there was a game that indicated just how hard it is to get third-person adventures right, then *Taz Wanted* is it. If you took the *Mario* games for granted, you won't after playing this.

It's not that it's terrible, it's just so... average. Make no mistake, this is your standard exploring, running, jumping and collecting affair. Within each location you have a primary objective (such as locating and destroying a certain number of Taz-branded signs), and a number of bonus objectives that require you to, um... locate or destroy a certain number of other items.

It's clear that some effort has been put into the environments. They are, at the very least, reminiscent of the Warner Bros



## BACK IN THE SLAMMER

Taz is strangely devoid of enemies. There are a few around, but they rarely crop up. Instead, roaming each level are a number of wardens with nets. If they catch you, you'll be chucked in a cage and have to bust out of it. All this really does is irritate you - as you have to walk back to where you were.

cartoons and they're certainly not shy with the colour palette. But there are significant problems elsewhere: the level design is, for starters, all over the shop. At the start of each location you're given a fly-by that

giant lily leaves across a lake. In any other game this would be a fairly simple and insignificant task. In *Taz Wanted*, however, it becomes a horrendously irritating, soul-crushing, pad-smashing debacle that saps

## IT BEGGARS BELIEF THAT THE GAME COULD INCLUDE SUCH AMATEURISH FAULTS AS PIXEL-PERFECT JUMPING

pinpoints the locations of your objectives, but actually making your way to each one is an extremely tiresome and frustrating experience - so much so that it's doubtful you'll have the heart to keep trying. In one instance you have to negotiate logs and

your very will to live. Every platform you have to jump to is positioned just a few inches too far and unless you jump *after* you've left the platform, you'll end up falling in the water again and again and again. In fact, it got so bad that we had to exploit an



"You'll need equally enthusiastic mates to make the most of this"

## PLAYERS

Look like they're made of plastic, but very well animated. You have a number of different shots to get to grips with and, together with the analogue stick, you can be very accurate with what you do with the ball.



## YOUR PARTNER

Not bad in Arcade mode, but in World Tour, you need to train her up – otherwise she has the kind of coordination you'd expect from a blind, crippled chimp.

## LANDING POINT

This helps you with ball recovery. It's no good just standing in the middle of it, though. If you're pointing in the wrong direction, your 'recovery' will fly miles away from your partner.



## ARENA

Simply, a big sandy rectangle, cut in half with a net. Just make sure you keep the ball in the confines of this area or you'll be losing needless points.

## BALL

If it hits the sand someone wins a point. As it travels over the net, the camera follows it. Initially disorientating, but you soon manage to get your head around what's going on.

# BEACH SPIKERS

**Girls in tiny bikinis! And sea, sun and sand. What could possibly go wrong?**

To be honest, we were a little sceptical about a beach volleyball game. While the idea of girls in bikinis jumping around on sand is one we enjoy entertaining, the thought of them becoming the focal point of a game is more than enough to arouse something else – our suspicions. So it's a hearty pat on the back to Sega – because not only do the 'ladies' look like waxy, unrealistic (but admittedly well-animated) approximations of sports-women, but they've made the bold decision to abandon the 'jiggles' championed by the likes of Tecmo to concentrate on making an entertaining and well-crafted sports sim.

## GOOD SPORTS

Not that it comes as much of a surprise. Sega, the publisher, have a decent track

record when it comes to arcade-friendly sports sims. With the exception of *Virtua Striker*, the likes of their *NBA*, *NCAA 2K* series and, more notably, their superb *Virtua Tennis* games have always been some of the best sports titles around – and the same can be said for *Beach Spikers*.

You'll find everything you'd expect here. There's the quick-play Arcade mode, a more comprehensive, involving World Tour mode as well as the very useful tutorial, that walks you through the basics and finer points of the game. While Arcade mode is decent for a little practice, it's the World Tour mode that you'll be spending most of your time with.

After deciding on the nationality and appearance of your team (you can customise hair, faces, costumes and so on), you're given the chance to spend your points on your CPU-controlled team-mate's

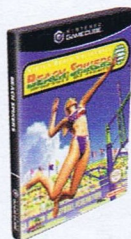
## INFO BURST

**DEVELOPER:** AM2  
**PUBLISHER:** SEGA  
**PLAYERS:** 1-4  
**MEMORY CARD PAGES:** 3  
**RUMBLE FUNCTION:** YES  
**GBA LINK-UP:** NO  
**DISCS:** 1  
**ONLINE PLAY:** NO

## WHEN'S IT OUT?

Out now in Japan and the US – over here on the 24th September.

**COST:** £40





**OUR PROMISE**  
Although the main focus of NGC will always be Gamecube games, we take all Nintendo formats seriously – and that includes Game Boy Advance. So, every month we will cast our critical eye over a select band of the highest-profile GBA games available. If we score them highly, you'll know they're worth investing in...

## NGC GAME BOY ADVANCE REVIEWS THIS MONTH



**CASTLEVANIA**  
WOOOO! WOOOO! ARE  
YOU SCARED YET? P78

**MEDABOTS AX**  
POKÉ-ROBOTS! P79

**P79 GUILTY GEAR X**  
**P79 KING OF**  
**FIGHTERS EX**

**PLUS...**

**GEAR**  
BAGS, LEADS, PADS  
AND TAT SUFFER OUR  
CRITICAL WRATH. P82



△ It's boss time, as Belmont takes on the game's double-headed fire dragon. Thing.



△ Visually, *HoD* is a treat in terms of backgrounds.



△ Collect different power-ups to aid your quest.

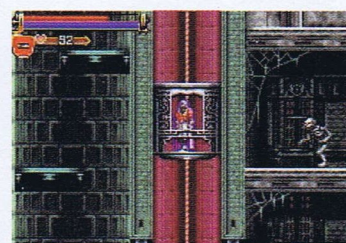
# CASTLEVANIA HARMONY OF DISSONANCE

Voluptuous vampire action with the latest in the series...

INFO BURST	
FORMAT	GBA
FROM	KONAMI
PLAYERS	1
SINGLE-CART	
LINK UP	NO
SAVE	ON CART
OUT	NOW
COST	£30

**R**ight from the get-go you know that this is GBA gaming done properly – everything feels *right*. Whether it's watching the mist swirl across a purple sky while bats flit around to set the scene, or the plot, featuring bloodline descendants of original vampire killer Simon Belmont, or the way the game instantly strikes gold with intricately designed levels and cunningly disguised rewards, you just know you're holding a top-notch title.

The second *Castlevania* outing on GBA – the slightly whiffly-named *Harmony of*



△ Zombies are a-lurking in the dark.

previous outings, but frustration with the title never overtakes the sense that everything is fair. Put simply, the balance



△ Like all *Castlevanias*, *HoD* is rock-hard.

that will cause jaws to drop. There are none of the fancy but ultimately pointless digitised cut-scenes, but lots of sneaky parallax scrolling peeking through castle windows. Thankfully, the whole thing is also infinitely better-lit than previous outing *Circle of the Moon*, which means that playing it without industrial-strength lighting overhead is now an option.

The classic *Castlevania* atmosphere raises this above other contenders and if you're after a precisely crafted slow burner, you'll find solace down in Transylvania tonight. Mwaha.

## IT'S A PRECISELY CRAFTED SLOW BURNER WITH AN ATMOSPHERE THAT RISES ABOVE ALL OTHERS

*Dissonance* – is still rooted in that distinctly old-school Nintendo ethos, with movement and pacing drafted in from the classic NES and SNES efforts. One noticeable difference, though, is that it appears to be less unforgiving than past instalments. Maybe this is due to the less-linear structure of the title, or perhaps it's just because it's faster-paced than

between challenging and rewarding the player is a success. Sure, rejuvenating enemies are as much a gameplay menace as anything Dracula could summon up, but then rejuvenating treasure and hearts are equally as plentiful. You learn to make use of this.

Aesthetically, it's a lesson in atmosphere as opposed to something

**DID YOU KNOW?** The name 'Dracula' is actually Gaelic for 'bad blood'. And the word 'vampire' is actually Welsh for 'Geraint's hairy fire-hole'. True. No word of a lie. Especially the second one.

**NGC**  
INDEPENDENT NINTENDO GAMING  
**86**







# GEAR

An Aladdin's cave of shiny trinkets to sift through. And some rubbish, too.

## WHAT IS A BEST BUY?

Every month we'll pick out one piece of kit that stands head and shoulders above the rest and award it our coveted Best Buy badge. A Best Buy will combine superb quality with fantastic value for money – when we hand something a reward like that, you know it's worth investing in.

**NGC  
BEST  
BUY**

## GAMESTER FLO-LIGHT

FROM RADICA • £9.99

When it comes to lighting your GBA in pitch-black surroundings, this has to be the best yet. It offers high-quality fluorescent lighting but with the added bonus of being both sleeker and fully adjustable. This is now the best GBA light available and is consequently well worth checking out.

### BETTER THAN...



#### GBA BACKLIGHT

FROM JOYTECH • £9.99

Still a very good light, but compared to Radica's effort it's a little bulky and isn't as adjustable (which means that it's prone to a little bit of glare at the very top of the screen), while the hinge has a tendency to get a little loose.



## GAMECUBE CARRY CASE

FROM NINTENDO • £19.99

Very much the long-distance trucker of the console carry bag world, this official offering is big, basic and built to last. Well, probably. Large enough to store a Gamecube and one of those fancy LCD screens, plus games in their plastic boxes, you could probably also throw a few sarnies and a can of carbonated soda in there as well. Our only qualms are the lack of a padded shoulder strap, plus the fact that you become a walking advertisement for muggers out for a new videogame system. Well, you do if you live in Croydon.

### BETTER THAN...



#### GAMECUBE CARRY CASE

FROM WILD THINGS • PRICE £14.99

While it's still a decent bit of kit, this feels a bit cheap against Nintendo's official baby, and it's not as stylish.



## RGB SCART CABLE

FROM JOYTECH • £9.99

One thing we get a fair amount of letters and phone calls about is the lack of official RGB Scart cables doing the rounds – and, when they do appear, the price of the blasted things. Frequently clocking in at around £25, they're hardly a viable option if you don't have much cash. Enter Joytech's gold-plated effort. It may not give quite as good a quality picture as Nintendo's cable, but it's a noticeable improvement over composite leads, and at half the price it's definitely worth picking up if the thought of shelling out for an official one makes you feel sick. Good quality and cheap – what more could you ask for?

### BETTER THAN...



#### ANY OTHER THIRD-PARTY CABLES

FROM VARIOUS • £VARIOUS

No competition. If you don't want to fork out loads of wonga on Nintendo's own RGB, then Joytech's is as good as you're going to get and for a price that's, well... nice. Just nice.







EXPERT TIPS, HUGE FEATURES, TRIVIA AND MORE

# EXTENDED PLAY

## YOUR IDEAS...



### PERFECT DARK ZERO

We asked you what weaponry you wanted to see – and you wrote in in your droves... **P106**

## TIPS FOR...



### STAR WARS ROGUE LEADER

Brand-new scenarios and challenges, squeezing every last drop of goodness out of Factor 5's finest... **P86**

## I'M THE BEST

Thought your time was good? Thought it was *really* good? Here's the place to check it. **P94**

## COMPENDIUM

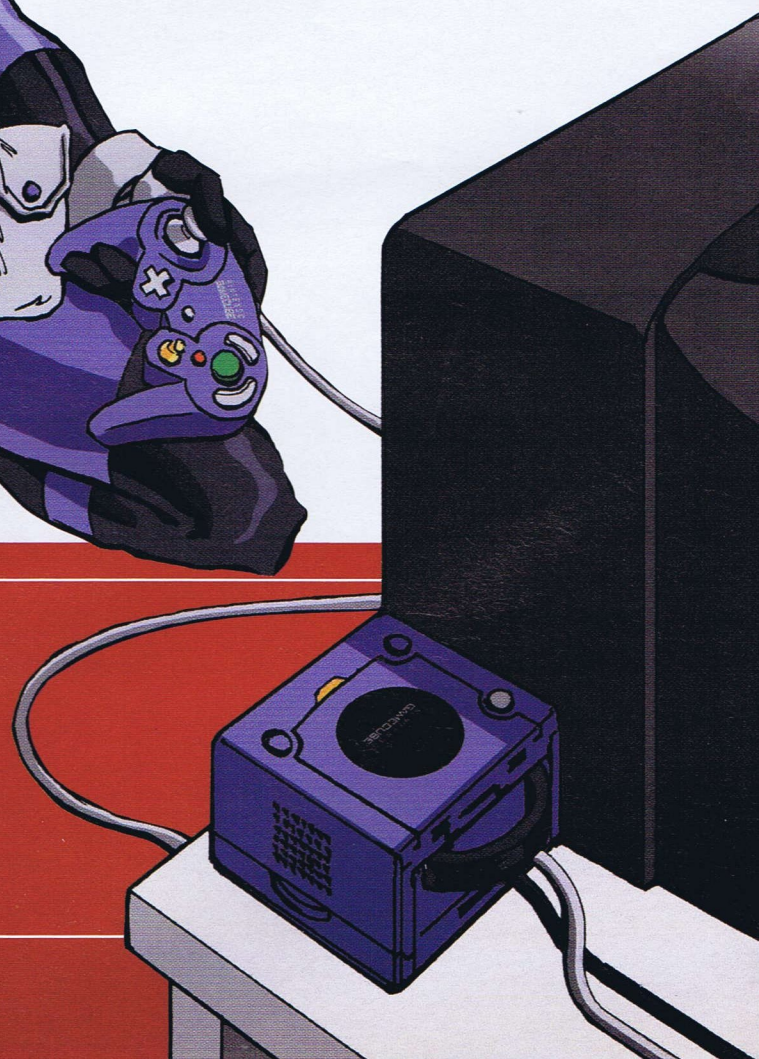
The evolution of zombies, as well as a new and a sinister turn for Lex Luthor and his maze... **P110**

## PLUS! GAMING PLANET

This month: *Sweet Cookie Pie*.  
It's just like Ready, Steady Cook.  
Without Ainsley Harriot. **P112**

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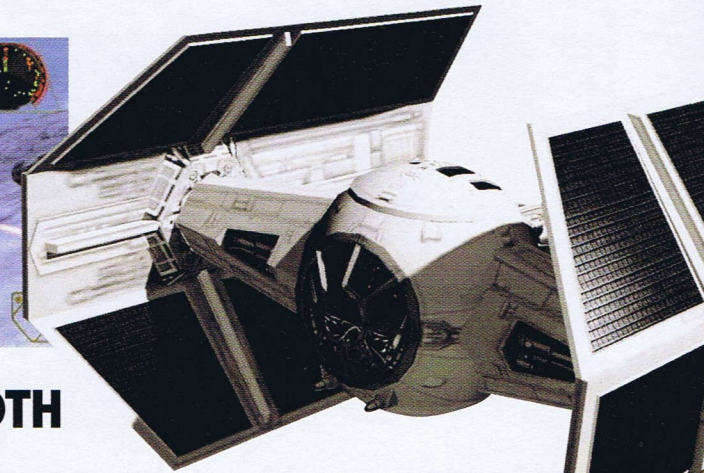
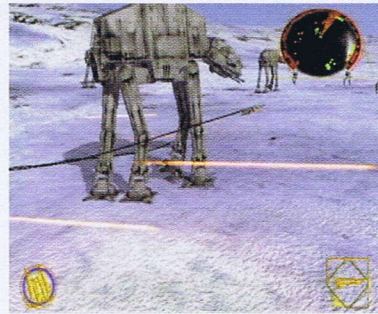
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# STAR WARS: ROGUE LEADER

Intense challenges to test the most Rogue of Leaders



## BATTLE OF HOTH

### AT-AT ATTACK

For this challenge, you have to see how many AT-ATs (those are the big ones) you can destroy before the Ion Cannon gets wiped out. The rules? Well, you're not allowed to *personally* shoot at *any* AT-STs at all – it's the big boys you're after here, so concentrate on the AT-ATs alone. Once you've managed to down those, you then *have* to destroy them by blasting at them on the floor. Once the Ion Cannon blows up it's game over.

**TOP TIPS** Speed, and plenty of it. Get used to tripping up the AT-ATs while going at full pelt in the Snowspeeder. The easiest way to do this is by finding the right 'zone' on the analogue stick and then just winding them up really quickly. And lastly, you're not allowed to shoot at any AT-STs yourself, but you are allowed to prolong the challenge just a little by telling your wingmen to help you out.

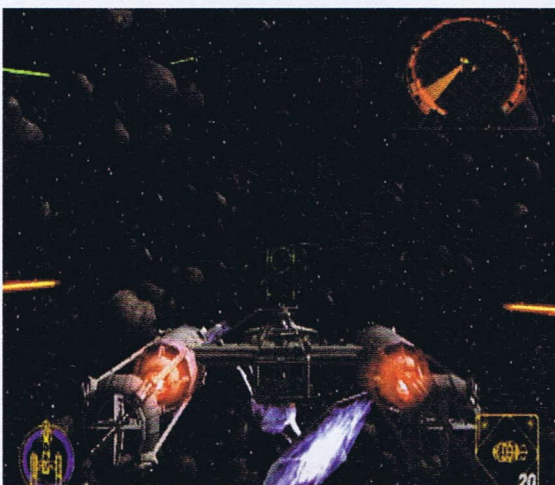
**NGC BEST: 4**

### TIME ATTACK

Another straight-up speed challenge. Simply finish the level as quickly as you can. Don't worry about kill counts, accuracy or computer efficiency – just do what you have to to finish the level fast. If you *do* manage to get a medal, then give yourself an extra pat on the back.

**TOP TIPS** Learn the best route through the level, and only destroy targets if you have to. Remember that the AT-STs are best approached from behind, so for the opening attack run, get to the back of the pack (where the shuttle drops the box), and clean up all the walkers in one go – this will set you up nicely for the last group of AT-STs and the front wave of AT-ATs. Lastly, to shave off plenty of time at the end of the mission, use your torpedoes to get rid of the bombers fast.

**NGC BEST: 4 MINS 24 SECS**



## PRISONS OF THE MAW

### ION CANNON MASTER

Just before you get to the shield generator and transports you'll be attacked by a swarm of TIEs. Normally you would ignore them, but for this challenge we want you to turn around and fight. Get a friend to time you and start the clock from the second you're first shot at by the TIEs – then immediately turn to fight them. You now have two minutes to score as many hits

on TIEs as you can – using only the ion cannon.

**TOP TIPS** The ion cannon only disables the TIEs for a little while, so any fighters you hit will be back in action after a few seconds. If they get a lock on you, boost forward, brake and then turn sharply to keep them off your back.

**NGC BEST: 11 ION HITS**



**ION MASTER**  
When taking down TIEs with the ion cannon, aim at where they're going to be when the shot arrives, not at where they are.

### BOMBING RUN

After taking down the shields guarding the planet's surface you'll be required to take out the guard towers. For this challenge you'll need to totally ignore your main objective – instead, we want you to see how many AT-PTs you can take out before your friends in prison suffer extreme laser-death. The only rule here is that you cannot under any circumstances bomb

any gun emplacements whatsoever.

**TOP TIPS** You need visual confirmation of your kills, so get a friend to adjudicate. For faster bombing runs, you should aim for the centre of your targets, letting splash damage do all the work for you. For the best possible score, learn which packs of AT-PTs are in close proximity to each other.

**NGC BEST: 24 KILLS**



















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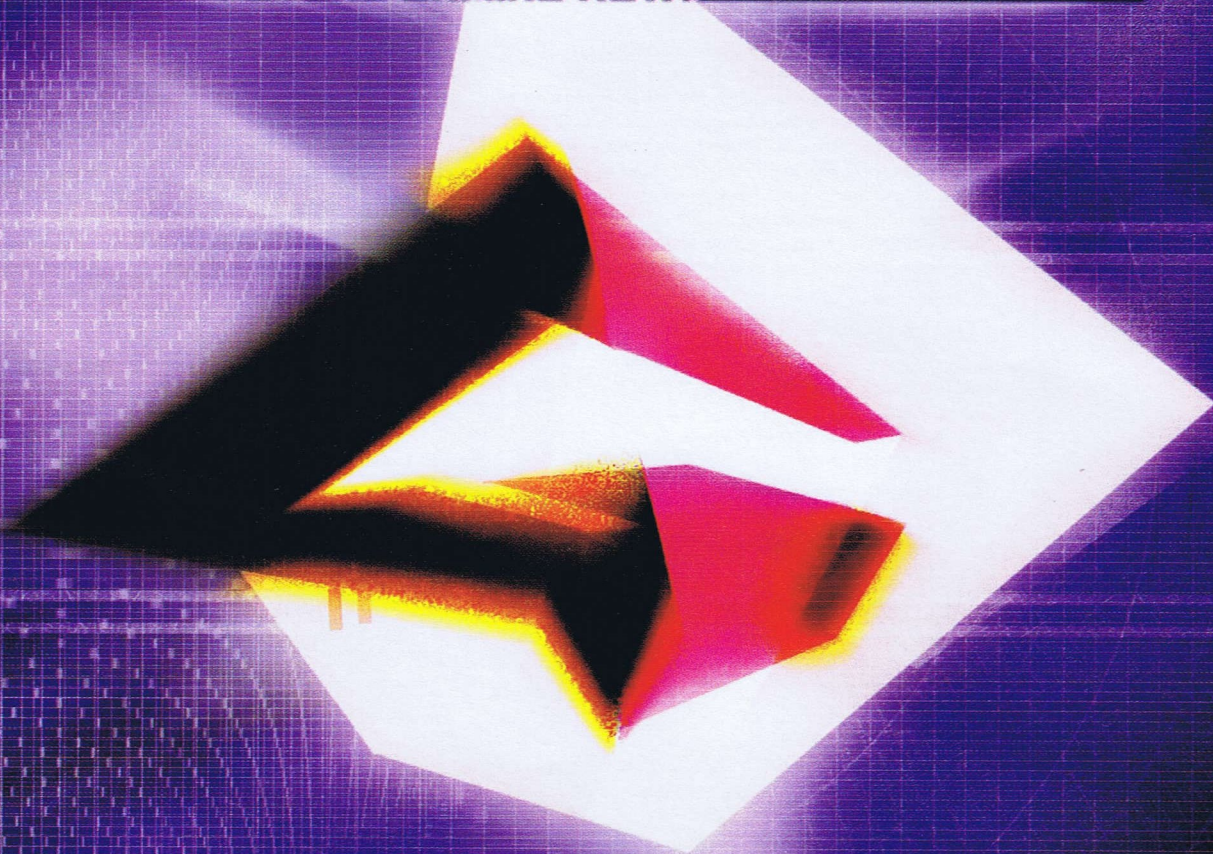
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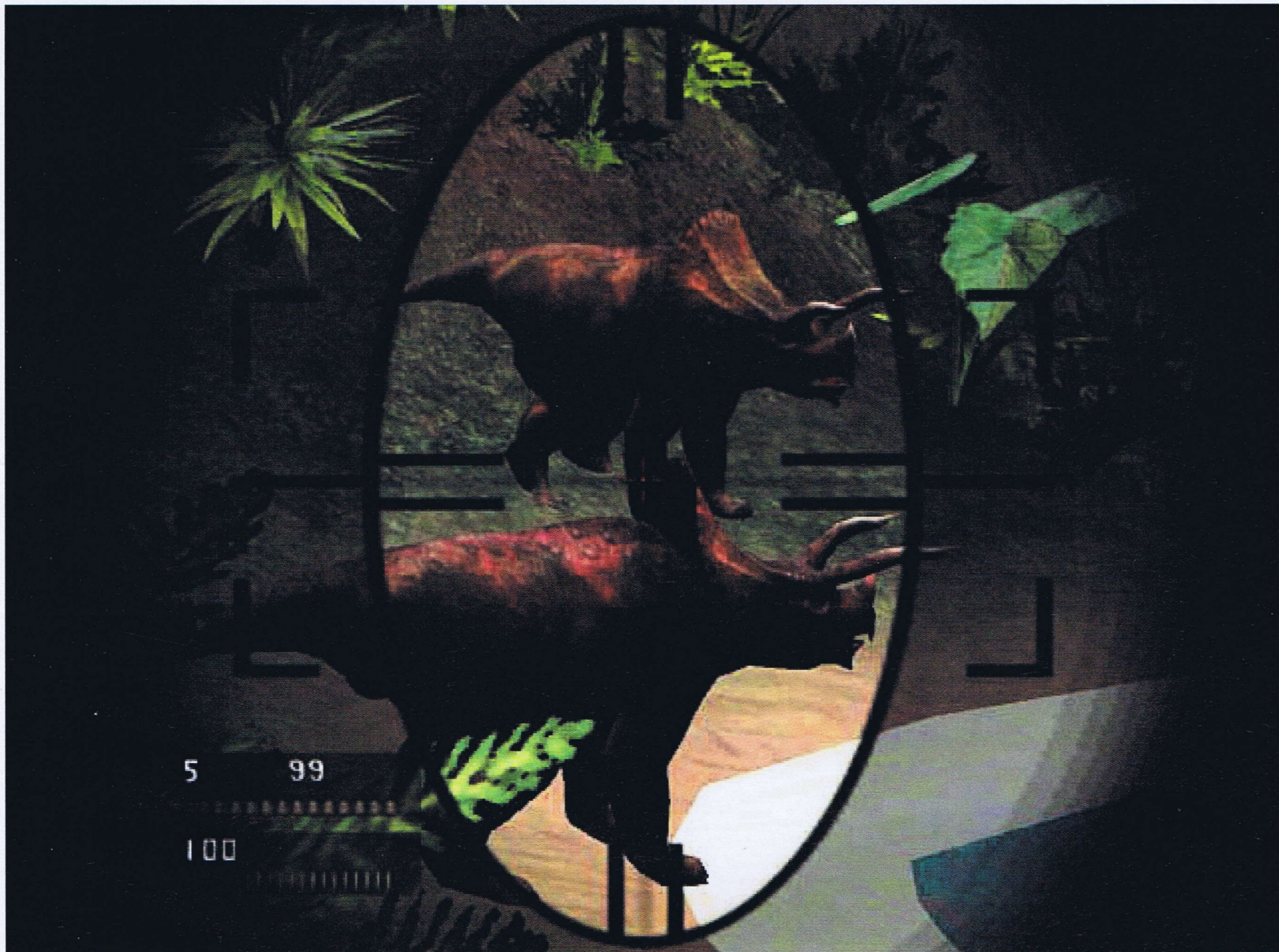






NEXT MONTH

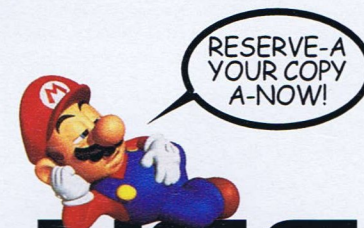
If you thought *that* was good, get some of this...



# FANCY GOING HUNTING?

Next month: **the exclusive review of *Turok Evolution*.**

What other excuse do you need?



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# IDEAS FACTORY

This month: Your ideas for *Perfect Dark* Zero's weaponry. Wait until you get a look at some of these...

## 1 MIND CONTROL

The original game included the Psychosis Gun, which made affected enemies turn on their comrades. This time you want to be able to control the carnage through the victim's eyes, using him as your own zombified killing machine.

## 2 SWORDS

More than a quarter of the letters and emails we received asked for ninja sword-fighting sequences to be included in the game, possibly with a kind of *Metroid*-style temporary third-person view to enable easier control.

## 3 GAS GRENADES

Sometimes a covert operative needs to waste a room full of bad guys without making too much noise. Donning a protective mask and lobbing a stealthy gas grenade into a ventilation shaft would be a winning tactic.

## 4 ROBOTIC INSECTS

An extension of the old Camspy system, using mechanical spiders or flies to deliver surveillance gear, bombs and mind-control devices to areas that are heavily guarded or otherwise off-limits. With a first-person view, of course.

# LAST TIME WE ASKED YOU WHAT WEAPONRY DO YOU WANT TO SEE IN PERFECT DARK ZERO?

Two months ago, we asked you to tell us what weaponry should be included in the sequel to Rare's exceptional N64 sci-fi adventure. One huge sack of letters and a hard drive full of emails later, here's what you dreamed up...

## 5 FLAMETHROWER

Perfect for clearing corridors, preventing alien corpses from rising again, or burning through certain bits of scenery, like wooden doors and barricades. A flamethrower could be combined with various other weapons, such as shotguns.

## WHAT WE REALLY WANT...

The top ten weapons you want to see in *PD Zero*

## 6 SHIELD GENERATORS

In most games, getting caught in an ambush, with no cover nearby, usually means a trip back to the last restart point. But if you could throw a *Halo*-style force field in front of you, you'd have a chance.

## 7 HOLOGRAM PROJECTOR

You could use a gadget to record guards on patrol, then project a holographic image to fool the cameras after you've killed them. It could also be used to generate a video decoy – like in the film *Total Recall*.

## 8 HOMING BULLETS

Bullets that travel in a straight line are so last millennium. If your hapless victim has legged it around a corner, you want to be able to shoot him in the back without going to all the trouble of chasing the coward around the level.

## 10 POISON

Not just the usual poison darts. You want to be able to creep into enemy buildings and inject a few drops of nerve toxin into the water coolers, or taint the boss' personal meal before it leaves the kitchen. Very sinister.

## 9 SPRAY GUNS

Non-lethal weaponry ought to put in an appearance at some point, and an incapacitating pepper-spray gun (that could be adapted to squirt acid, naturally) was a surprisingly frequent request. Blame it on the Lynx effect.



# PERFECT DARK ZERO

## TECH GOGGLES

These would be switchable between night vision, thermal or X-ray modes, with a built-in zoom function.

## MASK

Protection against gas weapons. Could be used to breathe underwater or in zero atmosphere for short periods of time.

## STEALTH CAMOUFLAGE

Jo's suit should be made of a special fabric that can mimic the colour and pattern of its surroundings. This ability would make her hard to spot when standing still, although a power meter would limit the number of times it can be used.

## COMMS GEAR

A two-way communicator that projects moving pictures, surveillance photos and mission information on the inside of Jo's visor.

## EXOSKELETON

Motorised joints would give Jo enhanced strength and speed. The suit's armoured shell would also be able to deflect bullets from most small weapons.

## WEAPON PODS

Instead of carrying every weapon in her hands, Jo could install certain ones such as machine guns and rocket launchers on a mounting point over her shoulder. These weapons would automatically move to track whatever she's looking at.

## NEXT MONTH... WHAT GAMEPLAY FEATURES DO YOU WANT TO SEE IN PERFECT DARK 2?

So now you've decided on the weaponry, what about everything else? GBA compatibility? Multi-console link-up? *MGS2*-style stealth? Face-mapping with the Game Eye camera? We'll send a game to the author of the best idea, and the best ideas to the developers at Rare, so break out those thinking caps. When we did this for the original game back in issue 25, almost everything you asked for wound up in *Perfect Dark*...

### WRITE TO...

Ideas Factory (PD2)  
Newsdesk  
**NGC**  
30 Monmouth Street  
Bath  
BA1 2BW

### OR EMAIL

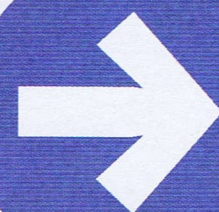
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Northampton; Mate Pavic, Belgium; Gareth Murphy, Barnstaple; Henry Burton, Reading; James Ellis, Sheffield; Jonathan Carnie, via email; Konrad Ziemiński, via email; David Sugarman, Shrewsbury; Mark Bowman,

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Preston; Stephen Marsh, via email; Nik Elliot-Pimm, via email; Josh Williams, Altrincham; Liam Stuart, Isle of Wight; too many others to mention.







Your guide to the Nintendo world's most exotic games.

# SWEET COOKIE PIE



## FACTS FOR THE TRAVELLER

**GETTING THERE** An airfare to Tokyo is only half of it. Cookie Pie is hidden deep in the countryside

**CURRENCY** ¥4,800 (approx £26)

**LANGUAGE** Japanese (but use of pictorial symbols is encouraged)

**ELECTRICITY** 3V DC power supply (2 x 1.5V AA cells)

**POPULATION** A heavy bias to young wide-eyed local girls

**DEVELOPMENT** Culture Brain

**HEALTH RISKS** Chronic sweet tooth, fairly serious diabetes

Break free from the stresses of Tokyo and head for Cookie Pie.

## HISTORY

Sweet Cookie Pie is very much sealed off from the rest of the Japanese motherland, both geographically and culturally. Originally formed deep in the native countryside, this idyllic pastoral village was meant to fulfil the role of a self-sufficient food and sustenance community during the War. It was almost exclusively populated by female members of society, as many of their spouses were off on kamikaze missions. Wartime rationing meant that the Sweet Cookie Pie of its name emerged as a rare and much lusted-after treat.

However, since a declaration of peace, Sweet Cookie Pie has evolved



into not only the exclusive catering centre of Japan, but of the world. However, to ensure that the strong sense of community and camaraderie built up during wartime remains, visitors are required to attend in groups of four.

Alas, though, while countries such as the United Kingdom have a post-Emily Pankhurst culture of promoting equality of the sexes, Sweet Cookie Pie remains a female-only institution.

## EVENTS

Very much a haven of domestic bliss away from home, the focal point here is baking. However, this initially simplistic draw has been adapted over the years

and now takes many different forms, some of which are especially designed to appeal to Western eyes. So not only are visitors encouraged to learn about the collection, preparation and correct decoration of the vital ingredients which go to make up the Sweet Cookie Pie, but they will also find themselves pitched against their friends to complete their baking in the quickest time.

**TRAVEL TIP** While the local hosts are a shy and polite people, their insular mentality has



meant that they have resolutely refused to pander to the needs of tourism and learn more widely-spoken Western languages, such as English. However, this isn't a massive problem as they also rely very heavily on pictorial symbols to communicate. Hence a spatula is a spatula, whether in Dorset or Sweet Cookie Pie.

## ATTRACTIONS

While those with a sweet tooth will find themselves right at home, the Sweet Cookie Pie experience should not be thought of in purely gluttonous terms. Attracting both the young and the old, the sweet eye-candy of the village itself is capable of stirring relaxing feelings in a visitor, while the array of natural produce – from melons to cherries – is itself worth exploring to see them grow as nature intended, far away from the mass-production methods favoured in larger industrial domains.

## CULTURE

From its inception, Sweet Cookie Pie has always been something of an anomaly in the modern geopolitical world, being a strong self-sufficient matriarchal society. However, those of a militant feminist bent would be advised to note that its inhabitants seem





reluctant to expand their ideological gambit beyond their own very insular little world. Put simply, it's cooking, but in the style of Sim City.

Additionally, while the abundance of young, wide-eyed local girls who populate Sweet Cookie Pie may stir the interest of many middle-aged businessmen, there are no plans to lift the strict female-only entrance policy.

## ACTIVITIES

While most patrons are content to play a real-life version of a dice-based board game which sees them scouring the area for ingredients to make their own magical baked delicacies, this is to take the Sweet Cookie Pie experience at its most basic. For instance, those with the time and patience can talk to the locals for hours about the intricacies of the baking process – discussing everything from utensil etiquette to ingredient



ripeness. The population of Sweet Cookie Pie will be all too glad to talk to you about pastry-kneading and more.

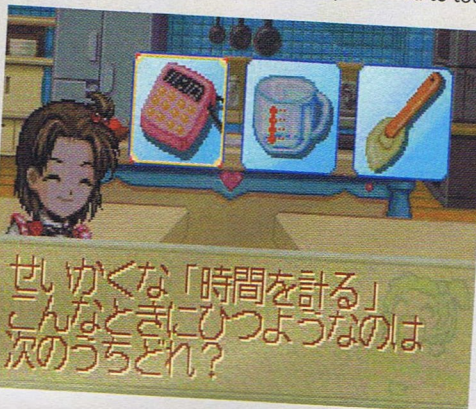
Also, the soon-to-be-trademarked Cooking Battle is a particularly frantic experience, which sees volunteers taking turns to quickly mix ingredients in the right order against a timer. Pop-culture theorists have even traced the origins of popular celebrity cooking television shows presented by such culinary giants as Ainsley Harriot, Anthony Worrall Thompson and Paul Rankin back to this ancient pastime.

## FURTHER READING

The electronic information age has pretty much passed Sweet Cookie Pie by, although small snippets of information can be found at either [www.fortunecity.com/business/flotation/343/game110801.htm](http://www.fortunecity.com/business/flotation/343/game110801.htm) or [www.gbcorner.com/gbdate/sweet\\_cookie\\_pie/sweet\\_cookie\\_pie.htm](http://www.gbcorner.com/gbdate/sweet_cookie_pie/sweet_cookie_pie.htm).

## USEFUL PHRASES

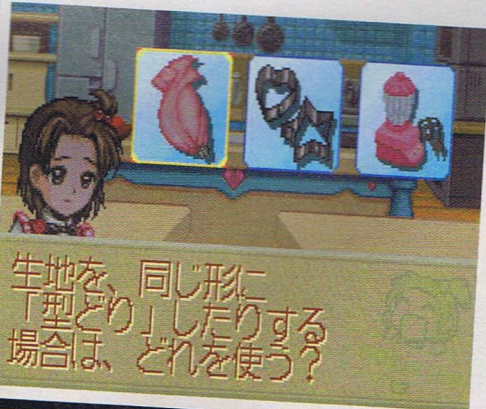
Successful creation of the Sweet Cookie Pie involves learning the most efficient order of preparation. The process is presented to tourists in this three-step guide.



1. Raw ingredients need to be measured out correctly, so slow and steady use of the traditional measuring spoons is advised. However, as a concession to modernity, technology such as electric scales are also used.

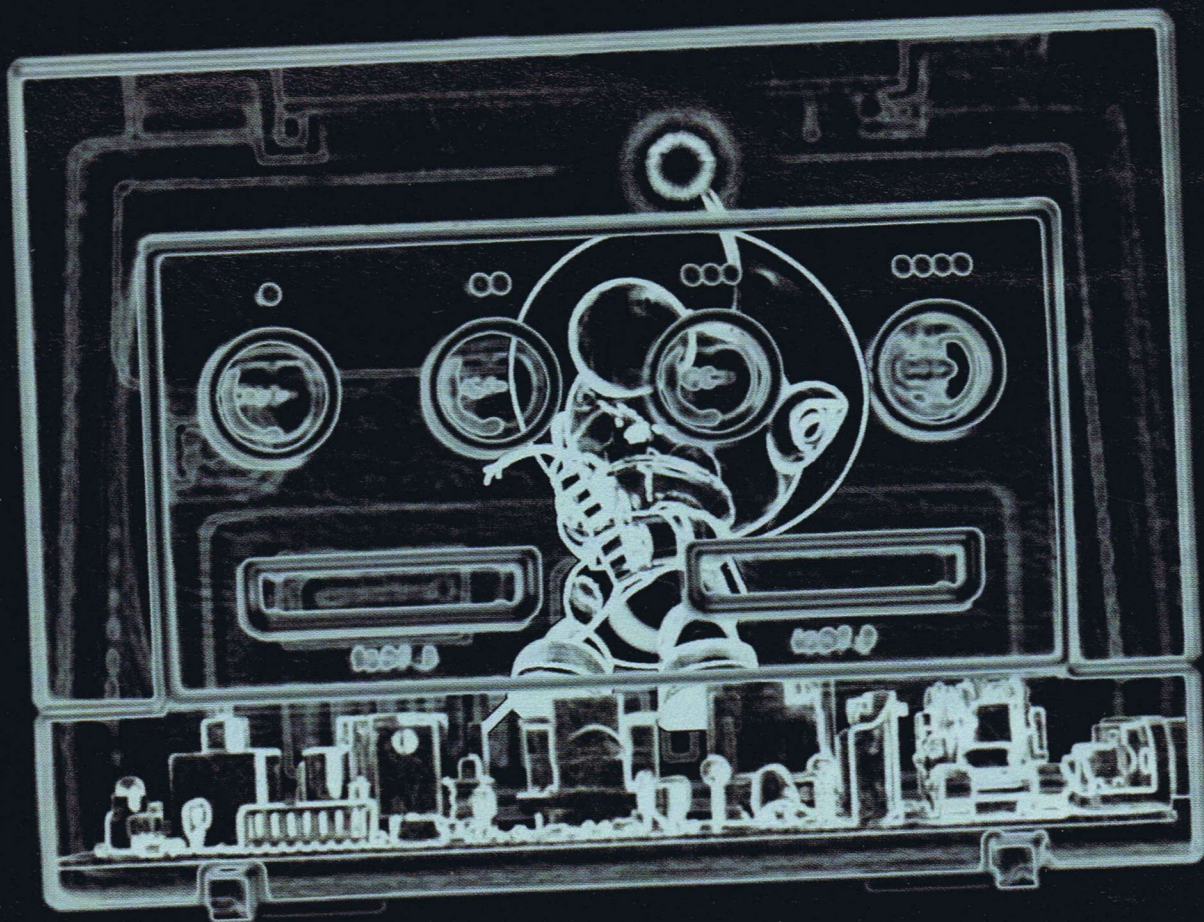


2. Soon you will need to combine local delicacies together in the sweetest possible mixture, using manual spatulas and whisks. The longer patrons stay, the more likely they are to be given access to the hallowed electric blender.



3. Finishing touches are almost sacred in Sweet Cookie Pie, and careful and creative use of the cookie cutters and icing bag separates the experts from the novices. Symbolic use of the heart and star-shapes is evidence of a woman's touch.





**MUSHROOM KINGDOM GENERAL**

X-RAY DATA SHEET - PLEASE FILL IN FULL PATIENT DETAILS, STATING SYMPTOMS,  
LONG TERM COMPLAINTS AND ANY PROPOSED TREATMENT/S

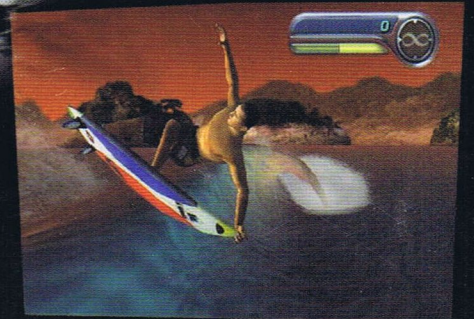
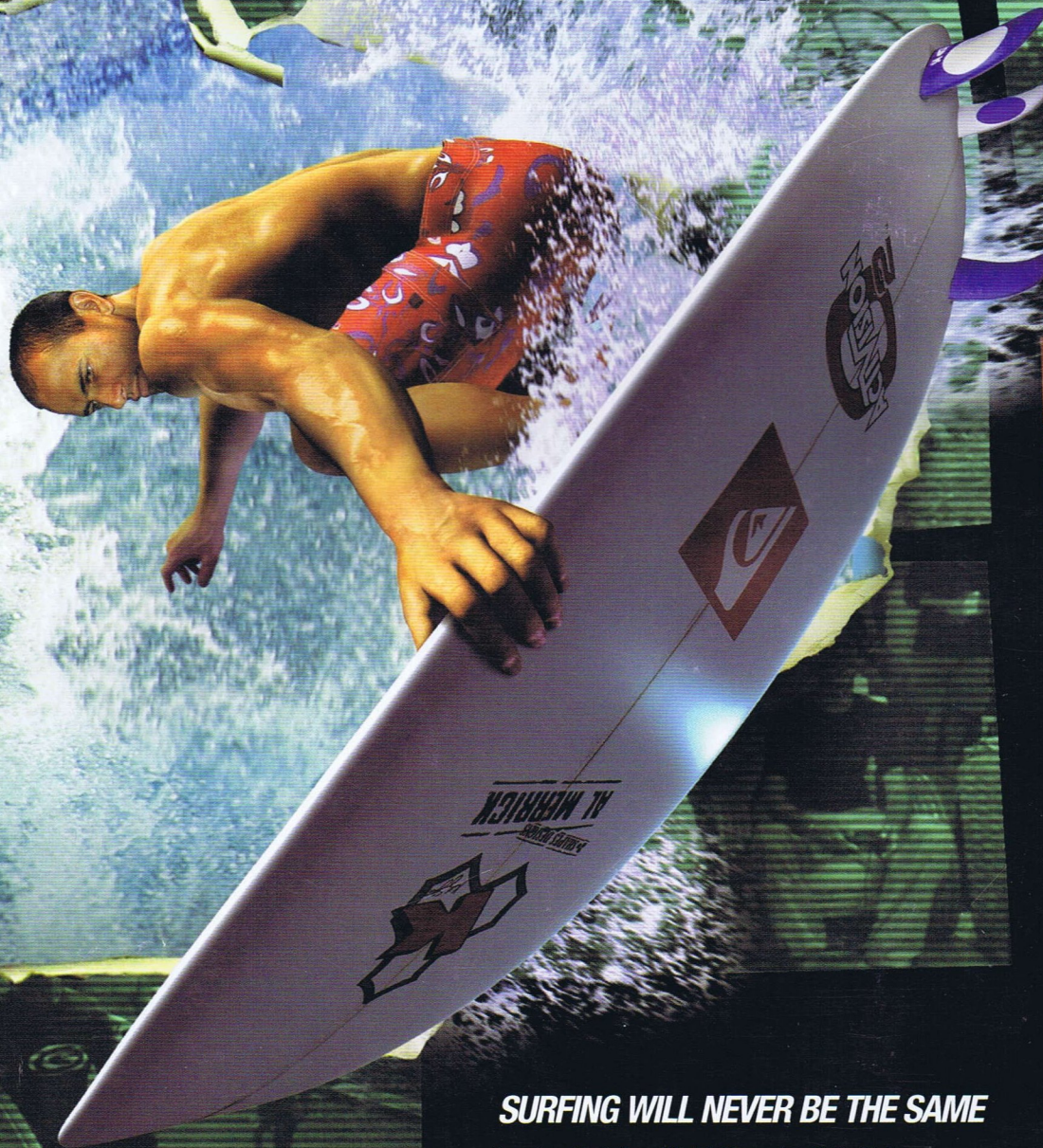
'CRASHING' COMPLAINT APPEARS  
TO RELATE TO INTERNAL  
PROBLEM, IS A LITTLE  
SPACE MAN PULLING OUT  
WIRES. ODD. ~~DATA~~

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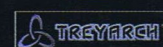
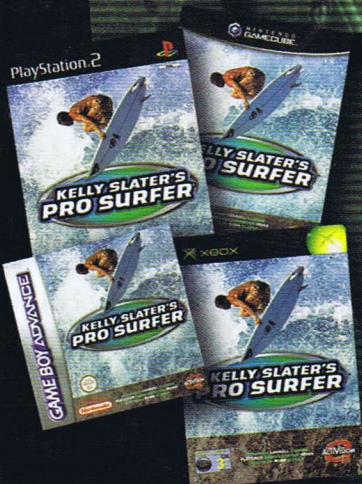
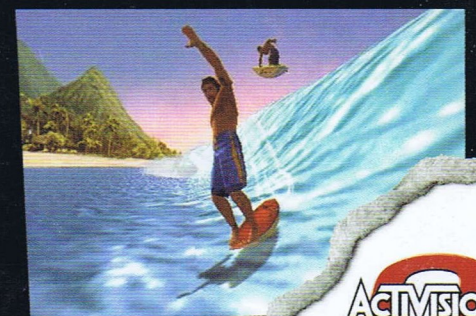
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